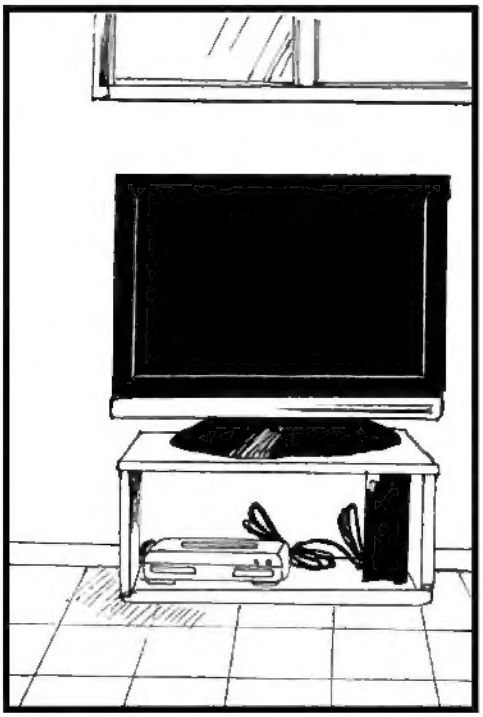


FIRST,
LET'S DECIDE WHY THESE GUYS COLLAPSED.

WELL, IF YOU SAY SO.
THEN, FIRST...

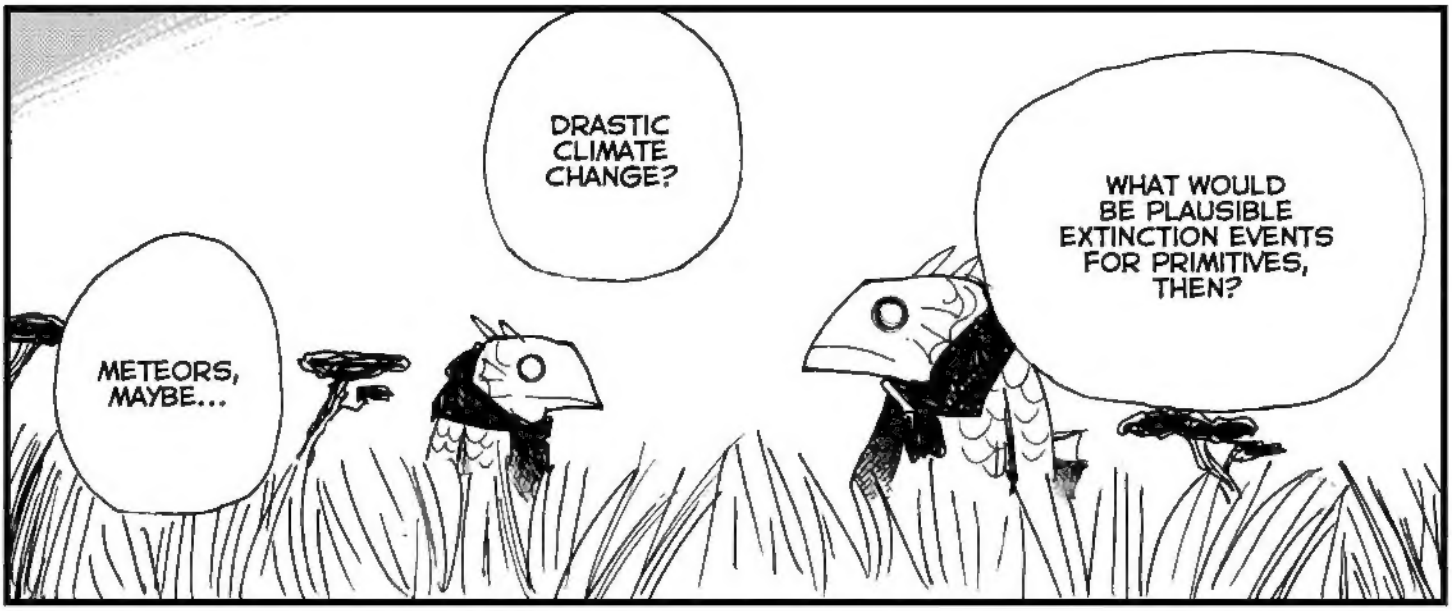
THAT'S THE MOST CURIOUS BIT, RIGHT?

FIRST...
FIRST...
FIRST...

THEY PUSHED A NUKE-THE-WORLD BUTTON BY MISTAKE.
YOU SERIOUSLY THINK THAT'S PLAUSIBLE?
GUESS NOT...

I'M DRAWING A BLANK HERE.
I DON'T KNOW...

WELL,
THEY'RE NOT THAT ADVANCED, OF COURSE.
WE GOTTA START THERE.
OH NO, WE HAVEN'T EVEN DECIDED THEIR TECH LEVEL.

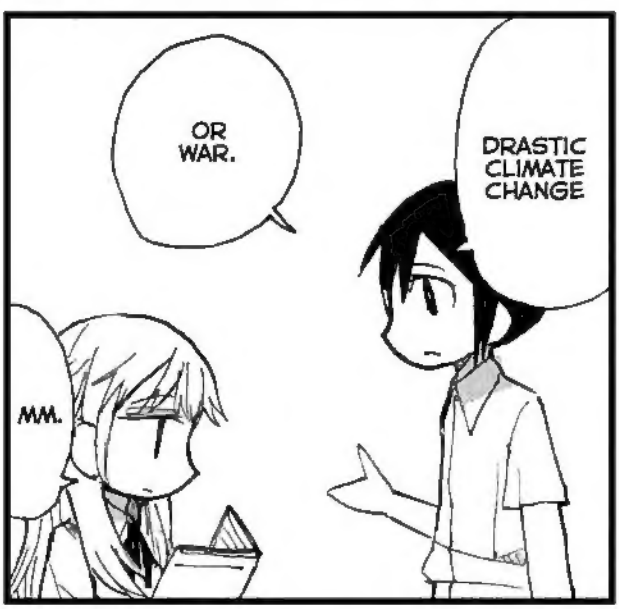

DRASTIC CLIMATE CHANGE?
WHAT WOULD BE PLAUSIBLE EXTINCTION EVENTS FOR PRIMITIVES, THEN?
METEORS, MAYBE...

THEY WARRED TO THE LAST?
WAR, OF COURSE.
YOU'D BE A GREAT SPIRIT, MORISHITA-CHAN...
YEAH. THEY'RE MONSTERS, THEY CAN DO THAT.

I FEEL LIKE WE'RE STUCK ALREADY...
OH NO.
HMM...
GUESS WE SHOULD ...
WANT TO CONSULT THE PRESIDENT?

BUT DIDN'T YOU SAY WE CAN ASK YOU IF THERE'S SOMETHING WE CAN'T FIGURE OUT?
I DID, BUT...

HEY!
DO IT YOURSELF FOR ONCE!

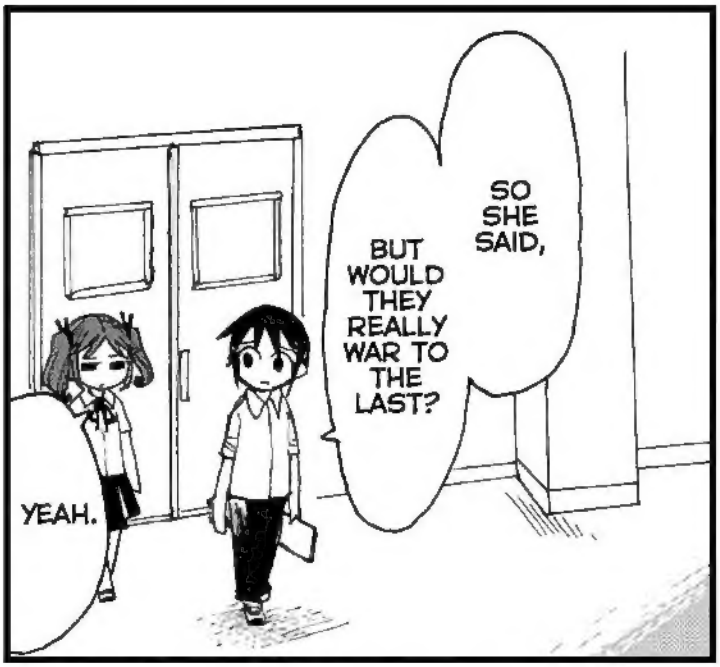

DRASTIC CLIMATE CHANGE
OR WAR.
MM.

LIKE THEM PUSHING A NUKE-THE-WORLD BUTTON BY MISTAKE.
NUKE-THE-WORLD BUTTON?
THAT'S ONE HECK OF A BUTTON.

AND WE DID COME UP WITH A COUPLE OF IDEAS.

GEEZ, WHAT'S WRONG WITH YOU TWO?
HUH ...? WHA?

HMM, I'D SAY WAR'S THE BEST OUT OF THESE.
THEY'RE MONSTERS, AFTER ALL.


SO SHE SAID,
BUT WOULD THEY REALLY WAR TO THE LAST?
YEAH.

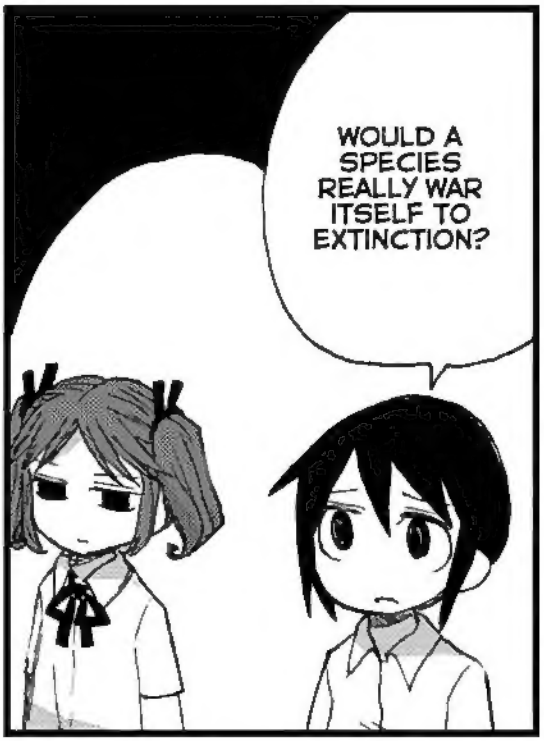
TAKE IT FROM HERE.
ANYWAY, THAT'S ONE THING DOWN.

REAL-LY?
THAT DOESN'T MATTER.

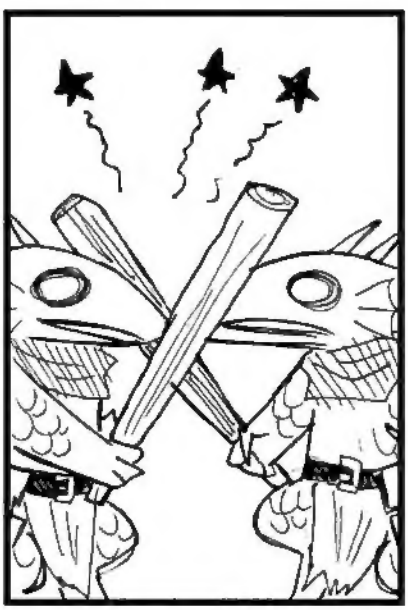
I MEAN, IT DOESN'T FEEL REALISTIC AT ALL.
WHY ARE YOU SO HUNG UP ON THIS?

LET'S ASK PREZ.

REALLY?
YEAH.


WOULD A SPECIES REALLY WAR ITSELF TO EXTINCTION?

GIVE ME A BREAK ALREADY, YOU TWO.
OH, COME ON...



THEM GOING AT IT UNTIL LITERALLY EVERYONE DIES IS JUST RIDICULOUS.
I MEAN, THEY'D STOP ONCE THERE'S A WINNER, RIGHT?

THERE WAS THE COLD WAR TOO.
COLD WAR.

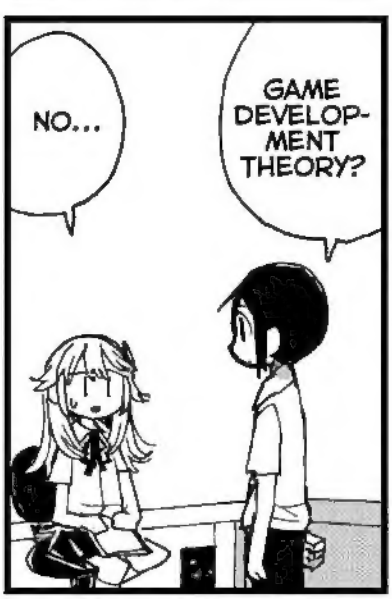
HMM...
APOCALYPTIC WARS SOUND PRETTY PLAUSIBLE, THOUGH.
IT'D BE LIKE THEY'RE BORN JUST TO KILL EACH OTHER.

BUT THESE MONSTERS WEREN'T AS LUCKY...
GRANTED, IT DIDN'T ACTUALLY END THE WORLD,

IT'S NOT LOGICAL AT ALL.
THEY WERE SMART ENOUGH TO MAKE A CIVILIZATION, RIGHT?
WHY WOULD THEY GET TO THAT POINT ANYWAY?

SHALL WE TALK ABOUT GAME THEORY, THEN?

OH WELL. LET'S HAVE A LESSON TODAY.
YAAY, PREZ IS GONNA TEACH US SOME-THING.


NO...
GAME DEVELOP-MENT THEORY?

HOW SO?
BUT EVEN IF YOU ACT LOGICALLY, SOME BAD SITUATIONS ARE JUST UNAVOIDABLE.

THIS ONE'S NOT, BUT IT'S RELEVANT...
THESE TWO ARE BOOKS ON GAME THEORY.

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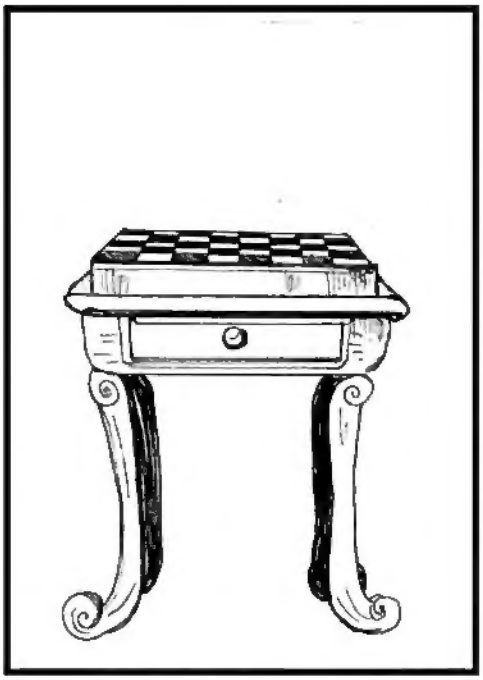
GAME THEORY FOR GAME DEVELOPERS
INTRODUCTION TO GAME THEORY

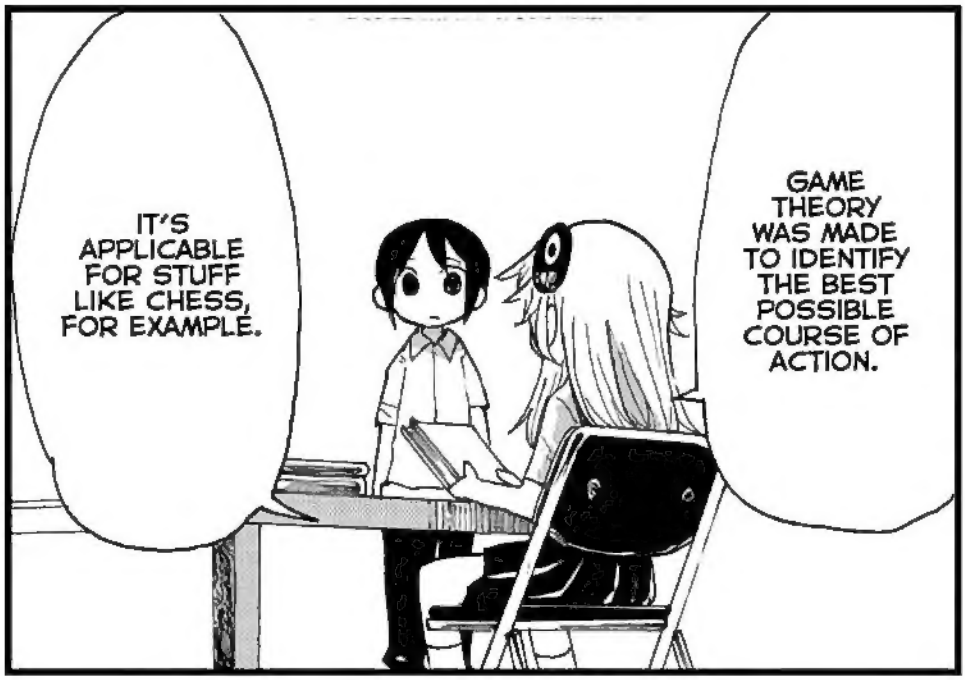
FOR EXAMPLE, IF THERE'S A SAFE RIGHT ROUTE AND A DANGEROUS LEFT ROUTE,
WE'D GO RIGHT.
IF POSSIBLE, WE PREFER TO TAKE THE BEST POSSIBLE OPTION, RIGHT?
LIFE IS A SERIES OF CHOICES.

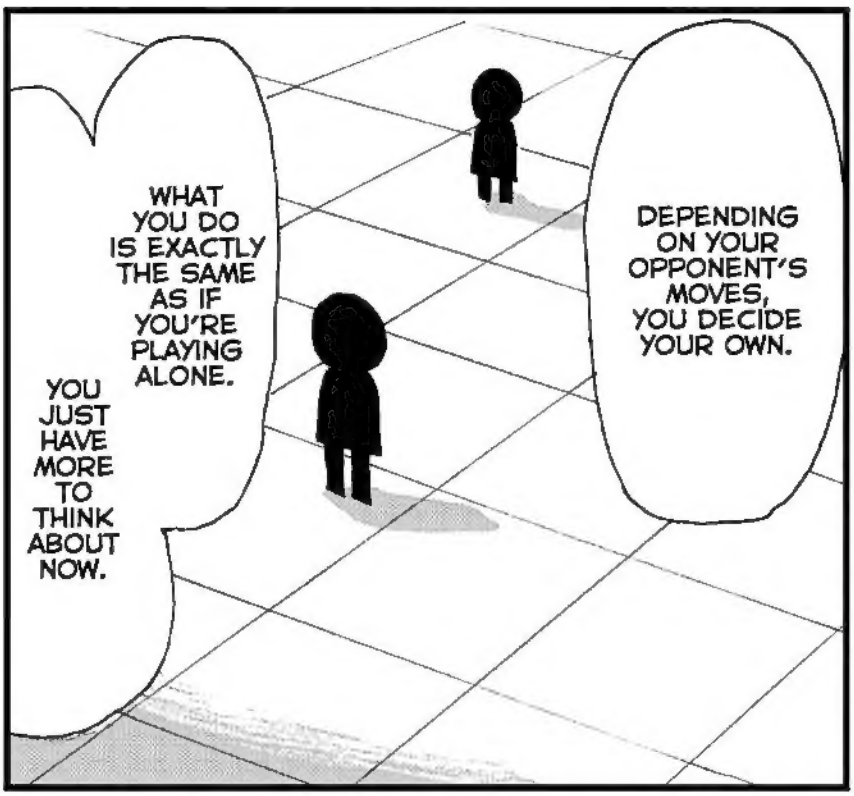
IN THIS SITUATION, IT MIGHT ACTUALLY BE BETTER TO TAKE THE DANGEROUS LEFT ROUTE.

THE OTHER GUY MIGHT GET IN THE WAY...
EVEN MORE SO IF WE'RE TALKING WARS.

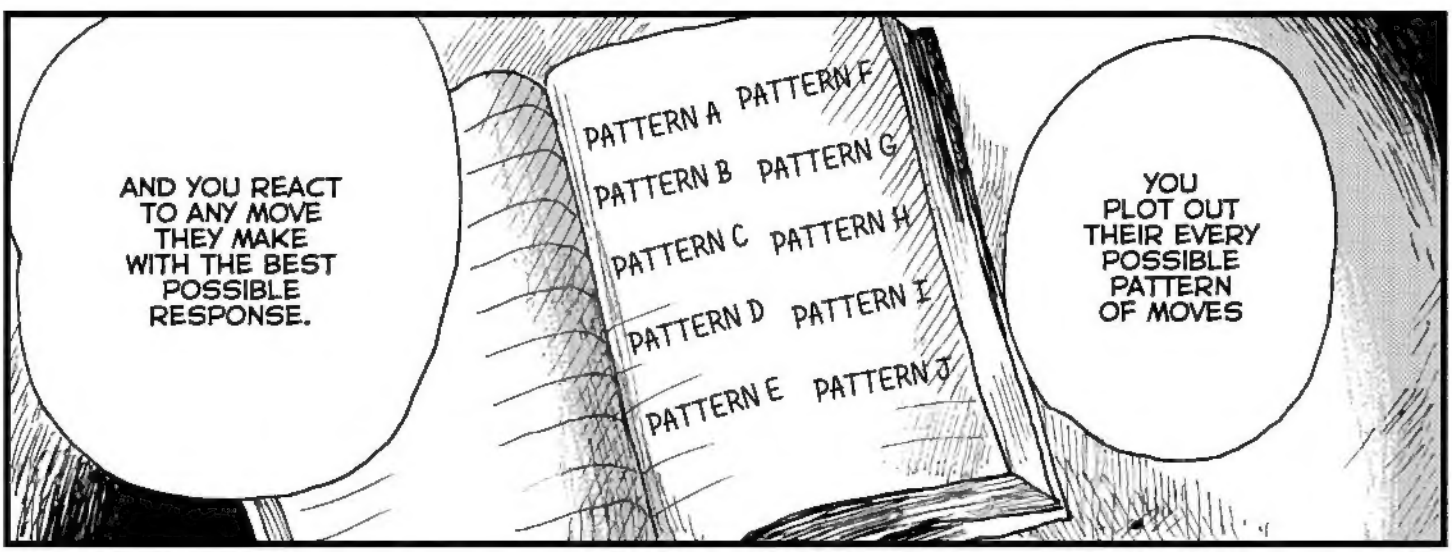
BUT IT WOULDN'T GO AS WELL IF THERE'S SOMEONE ELSE.
THAT'D BE FINE IF YOU'RE ALONE,

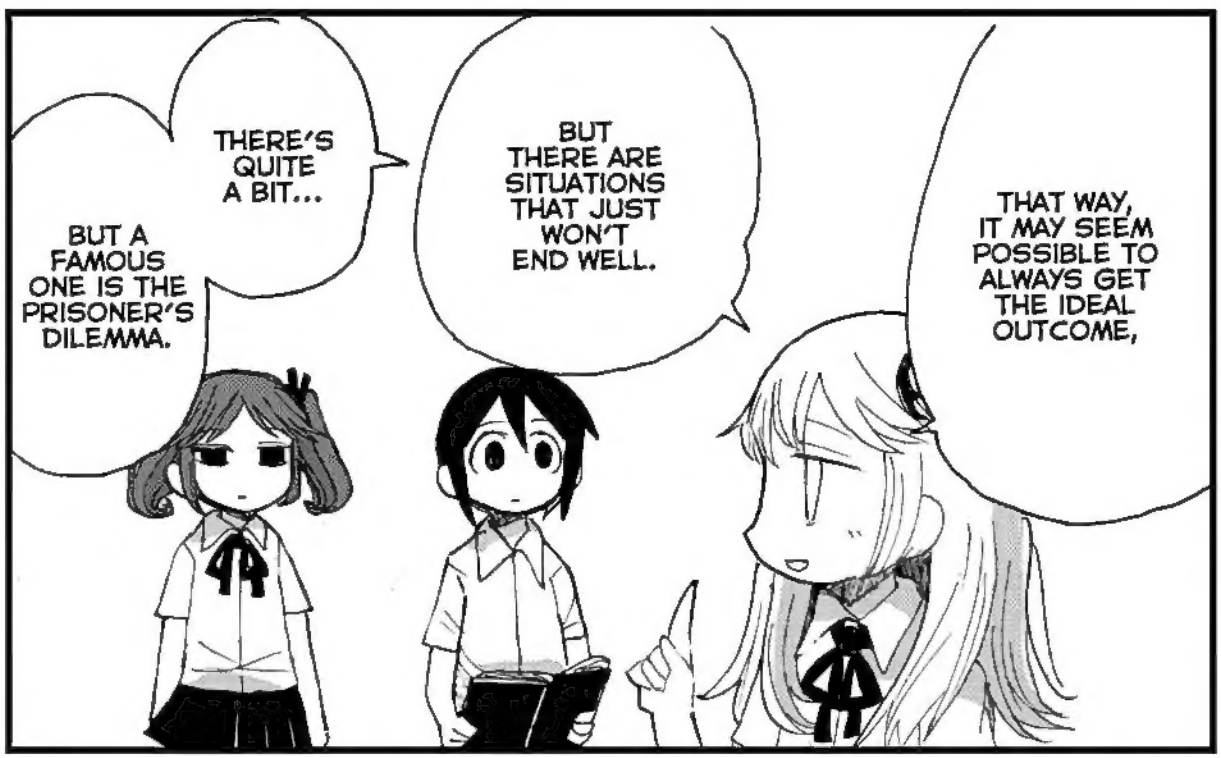


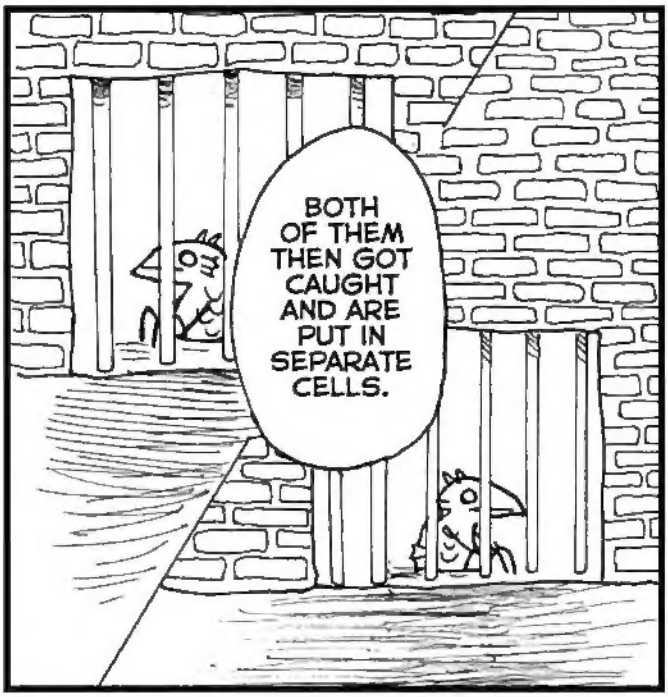

IT'S APPLICABLE FOR STUFF LIKE CHESS, FOR EXAMPLE.
GAME THEORY WAS MADE TO IDENTIFY THE BEST POSSIBLE COURSE OF ACTION.


WHAT YOU DO IS EXACTLY THE SAME AS IF YOU'RE PLAYING ALONE.
YOU JUST HAVE MORE TO THINK ABOUT NOW.
DEPENDING ON YOUR OPPONENT'S MOVES, YOU DECIDE YOUR OWN.

AS TO HOW IT WORKS...


AND YOU REACT TO ANY MOVE THEY MAKE WITH THE BEST POSSIBLE RESPONSE.
PATTERN A PATTERN F
PATTERN B PATTERN G
PATTERN C PATTERN H
PATTERN D PATTERN I
PATTERN E PATTERN J
YOU PLOT OUT THEIR EVERY POSSIBLE PATTERN OF MOVES


THERE'S QUITE A BIT...
BUT A FAMOUS ONE IS THE PRISONER'S DILEMMA.
BUT THERE ARE SITUATIONS THAT JUST WON'T END WELL.
THAT WAY, IT MAY SEEM POSSIBLE TO ALWAYS GET THE IDEAL OUTCOME,


BOTH OF THEM THEN GOT CAUGHT AND ARE PUT IN SEPARATE CELLS.

PARTNERED UP WITH ANOTHER FISH AND COMMITTED A CRIME.
LET'S SAY THAT THIS FISH GUY

SO, THEY OFFER THEM A DEAL.
THEY WANT THEM TO TESTIFY AGAINST EACH OTHER.
THE COPS DON'T HAVE ENOUGH EVIDENCE, THOUGH, SO THE FISHES ARE IN A PRETTY GOOD POSITION.

"IF YOU BOTH TESTIFY, HOWEVER, YOU'LL BOTH GET A NORMAL SENTENCE."

"IF HE TESTIFIES AND YOU DON'T, YOU'LL GET A LONG SENTENCE.

"IF YOUR PARTNER STAYS QUIET AND YOU TESTIFY, WE'LL LET YOU GO.

PARTNER / ME	STAY QUIET	TESTIFY
STAY QUIET	ME: 10 YEARS PARTNER: 10 YEARS	ME: 100 YEARS PARTNER: 0 YEARS
TESTIFY	ME: 0 YEARS PARTNER: 100 YEARS	ME: 50 YEARS PARTNER: 50 YEARS

THIS IS THE TABLE HE MAKES.

HE'S A SMART FISH, SO HE PLOTS IT OUT.

ME

10

IF HE TESTIFIES, HE'LL GET AWAY SCOT-FREE.

0

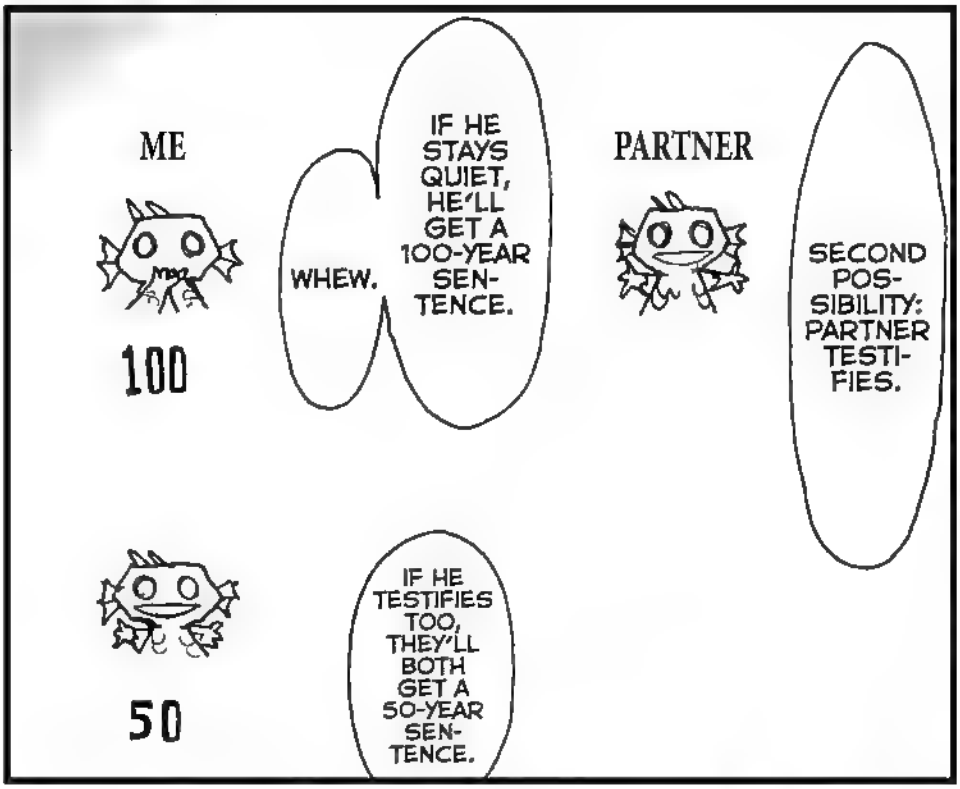
IF HE STAYS QUIET TOO, THEY'LL BOTH GET A 10-YEAR SEN-TENCE.

PARTNER

FIRST POS-SIBILITY: PARTNER STAYS QUIET.

WELL THEN,

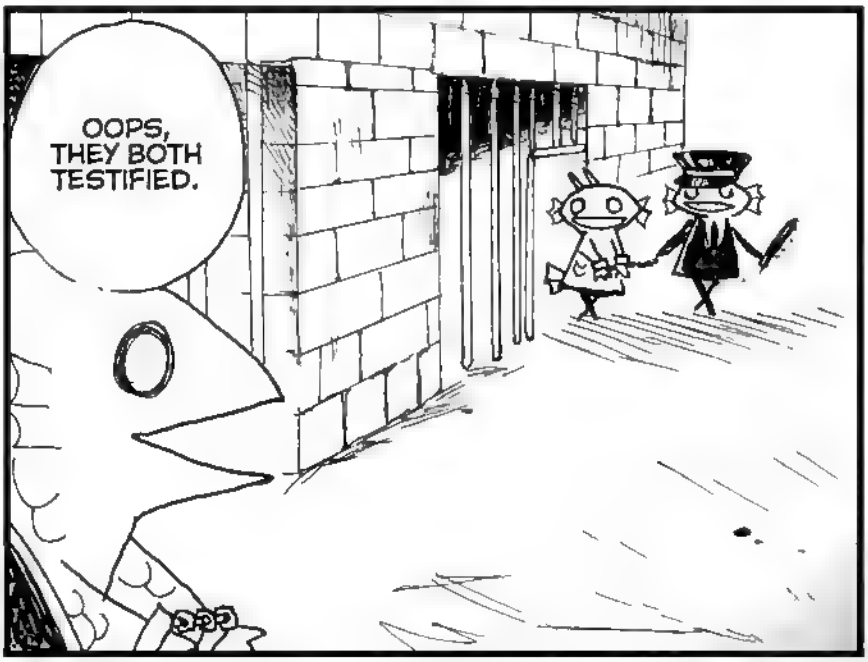
LET'S GO OVER THIS ONE BY ONE.


ME
100
WHEW.
IF HE STAYS QUIET, HE'LL GET A 100-YEAR SEN-TENCE.
PARTNER
SECOND POS-SIBILITY: PARTNER TESTI-FIES.
50
IF HE TESTIFIES TOO, THEY'LL BOTH GET A 50-YEAR SEN-TENCE.

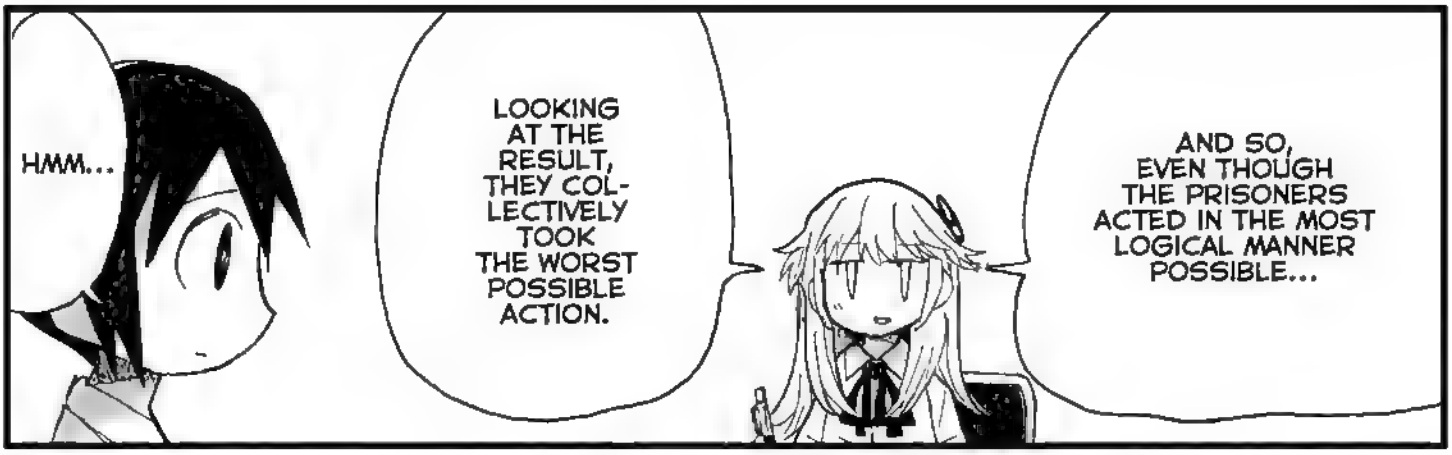
IT'D BE BETTER FOR HIM TO TESTIFY.
THIS MEANS THAT IF HIS PARTNER STAYS QUIET,

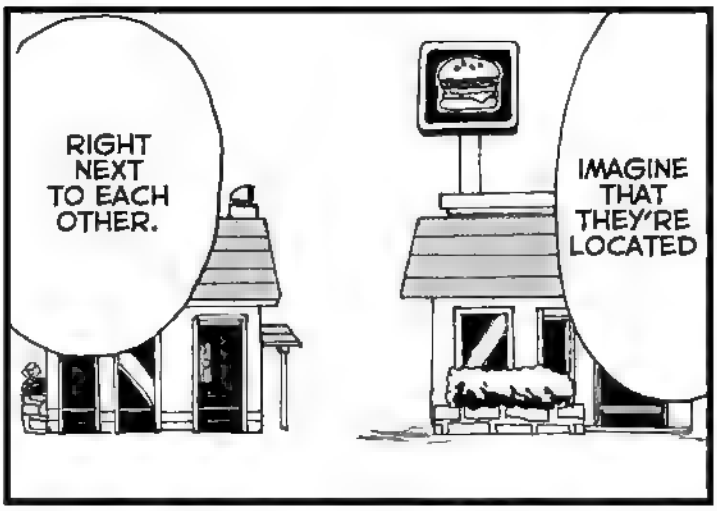
IT'S ALWAYS BETTER FOR HIM TO TESTIFY.
NO MATTER WHAT HIS PARTNER DOES,

SO, IT'S BETTER TO TESTIFY.

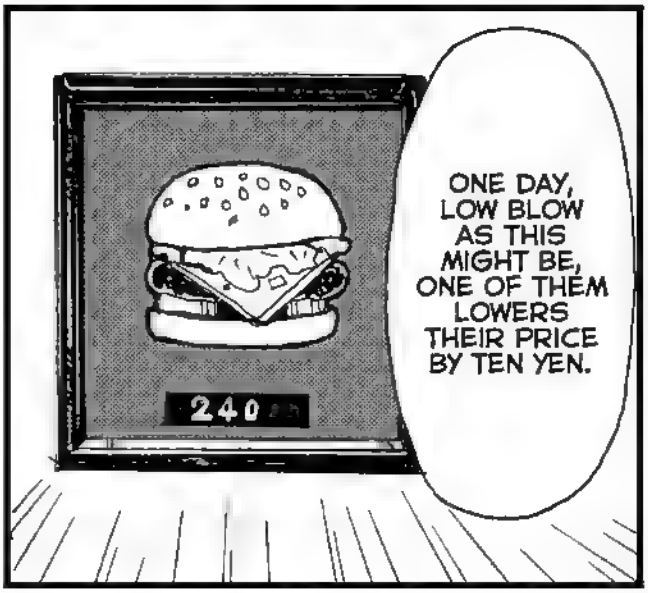

OOPS, THEY BOTH TESTIFIED.

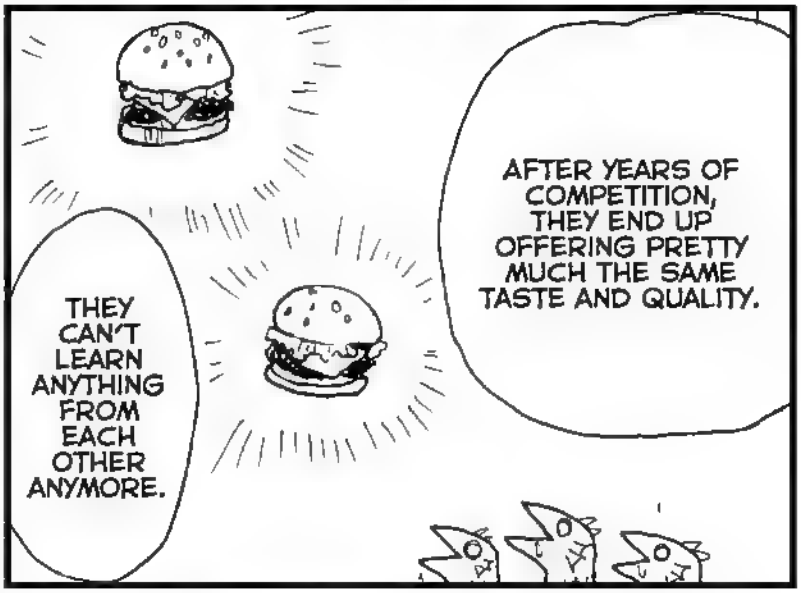
OBVI-OUSLY, HIS PARTNER DOES TOO.
HE THINKS IT OVER AND DECIDES TO DO THAT.

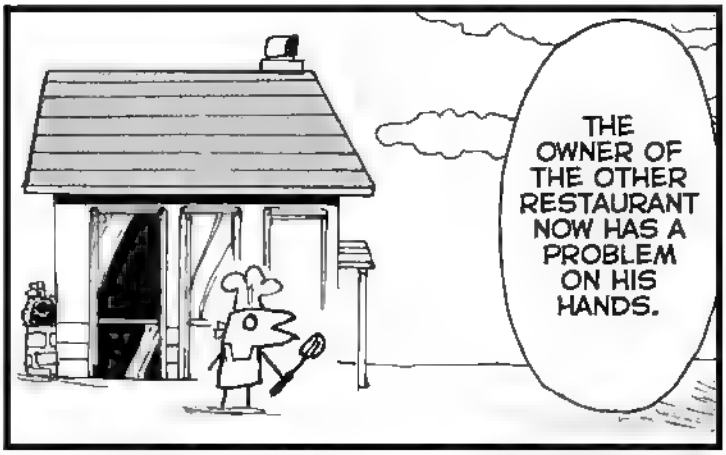

HMM...
LOOKING AT THE RESULT, THEY COLLECTIVELY TOOK THE WORST POSSIBLE ACTION.
AND SO, EVEN THOUGH THE PRISONERS ACTED IN THE MOST LOGICAL MANNER POSSIBLE...

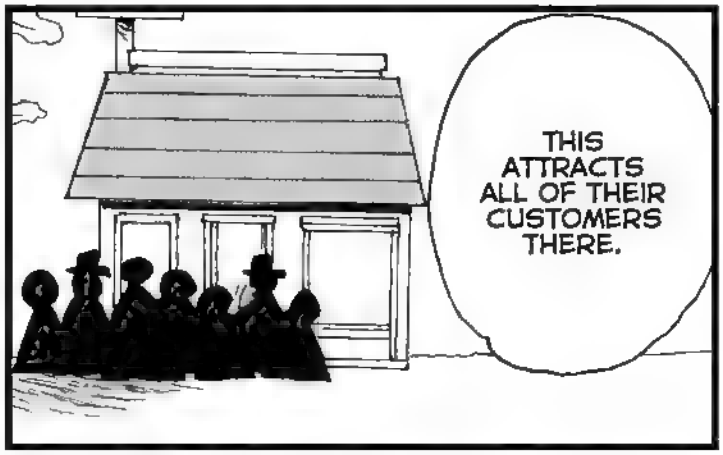

RIGHT NEXT TO EACH OTHER.
IMAGINE THAT THEY'RE LOCATED

IMAGINE THAT THERE'S TWO HAMBURGER JOINTS.
HERE'S ANOTHER EXAMPLE...


240
ONE DAY, LOW BLOW AS THIS MIGHT BE, ONE OF THEM LOWERS THEIR PRICE BY TEN YEN.


THEY CAN'T LEARN ANYTHING FROM EACH OTHER ANYMORE.
AFTER YEARS OF COMPETITION, THEY END UP OFFERING PRETTY MUCH THE SAME TASTE AND QUALITY.


THE OWNER OF THE OTHER RESTAURANT NOW HAS A PROBLEM ON HIS HANDS.


THIS ATTRACTS ALL OF THEIR CUSTOMERS THERE.

"IF I MAKE MINE EVEN LOWER THAN THEIRS, THEY'LL GO IN THE RED."

"I'LL GO IN THE RED.

WHAT DOES HE END UP DOING, THEN?

"AT THIS RATE, IF I DON'T LOWER MY PRICE LIKE THEM,

HE THINKS TO HIMSELF:

210

220

170

200

140

150

138

139

BANKRUPT

BANKRUPT

WHEN WILL THIS PRICE WAR END, YOU ASK?

WELL, IT ENDS WHEN ONE OF THEM GOES BANKRUPT. OH MY.

HE LOWERS HIS PRICE.

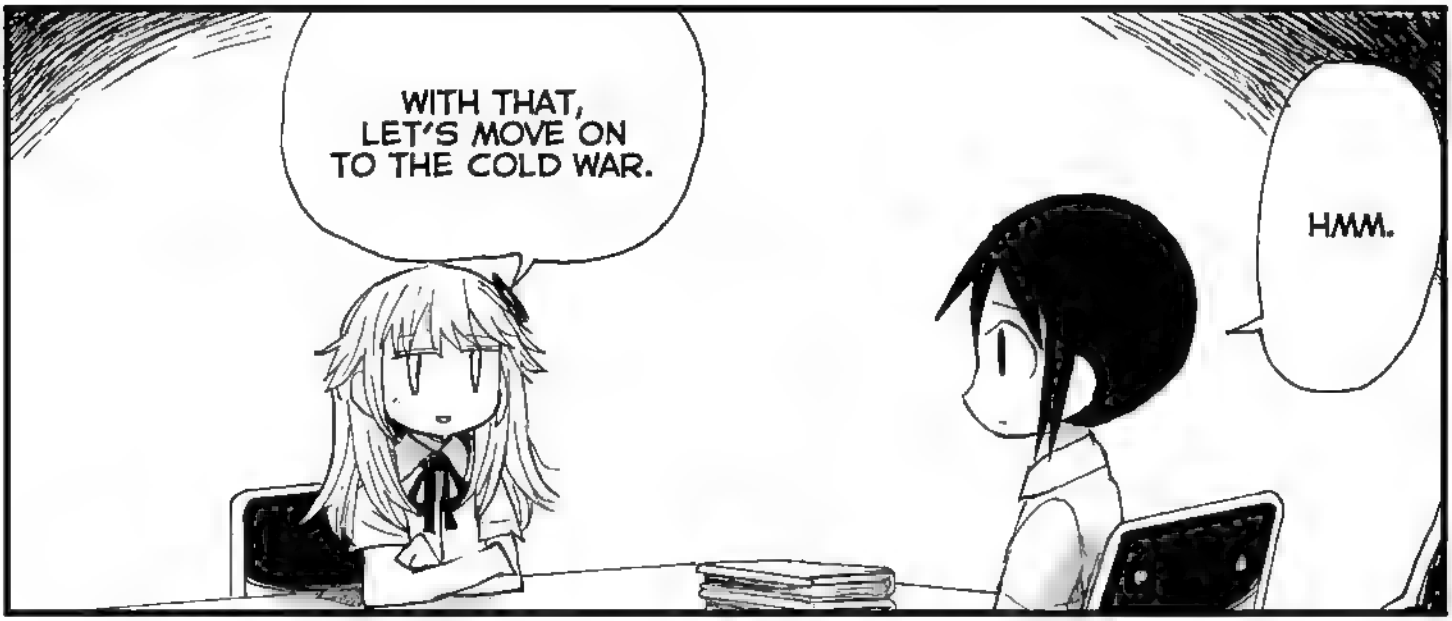
WELL, IT GOES WITHOUT SAYING,

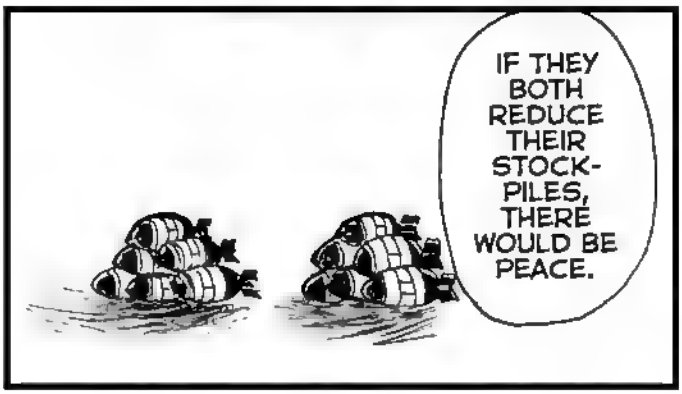
230

THE RIVAL JOINT LOWERS THEIR PRICE AGAIN.

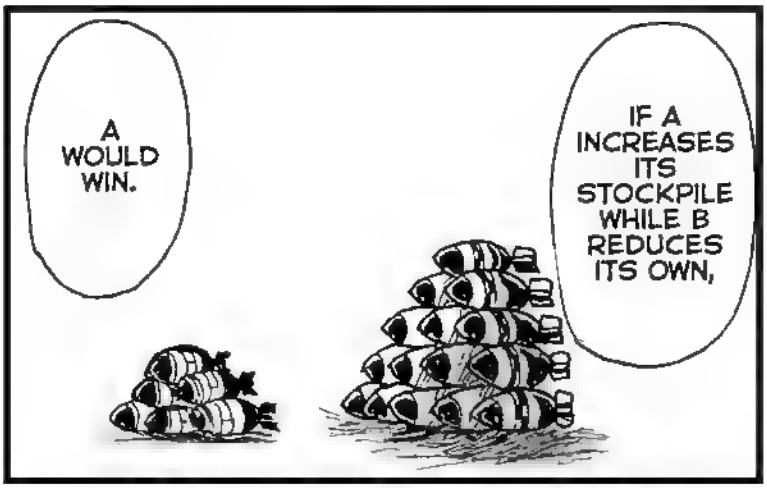
AFTER A WHILE,

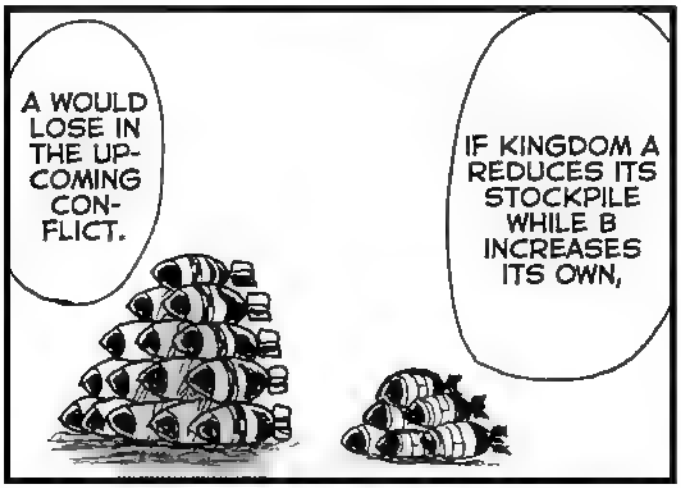
220

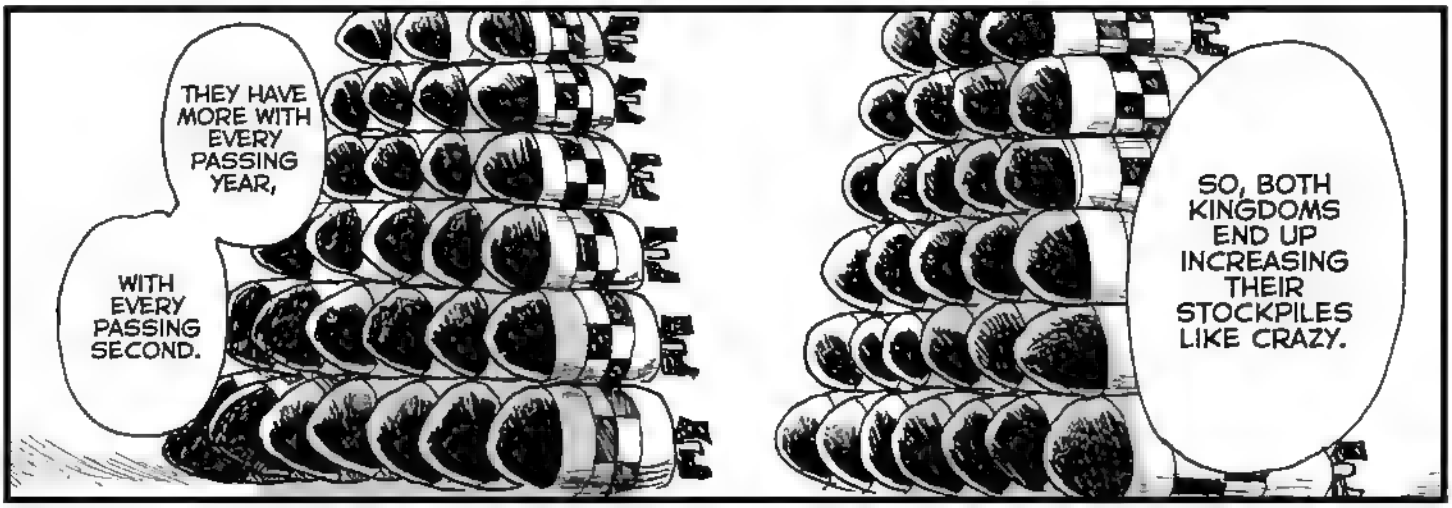

WITH THAT, LET'S MOVE ON TO THE COLD WAR.
HMM.


IF THEY BOTH REDUCE THEIR STOCK-PILES, THERE WOULD BE PEACE.

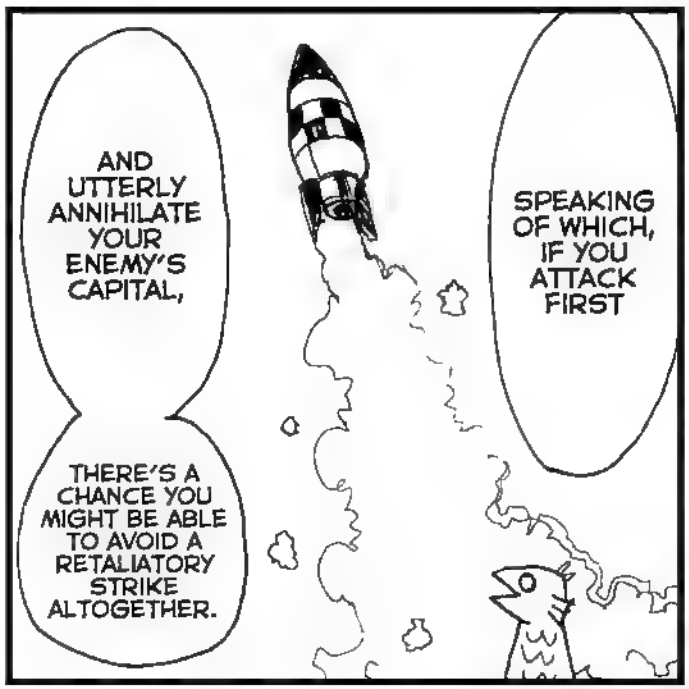
FISH KINGDOM A IS IN A WAR AGAINST FISH KINGDOM B, AND THEY BOTH HAVE A LOT OF BOMBS.

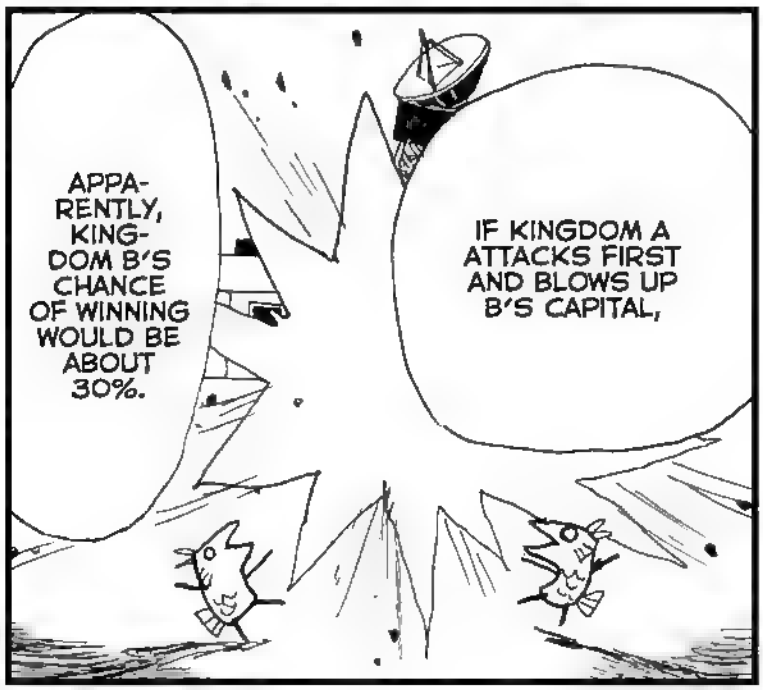

A WOULD WIN.
IF A INCREASES ITS STOCKPILE WHILE B REDUCES ITS OWN,


A WOULD LOSE IN THE UP-COMING CON-FLICT.
IF KINGDOM A REDUCES ITS STOCKPILE WHILE B INCREASES ITS OWN,

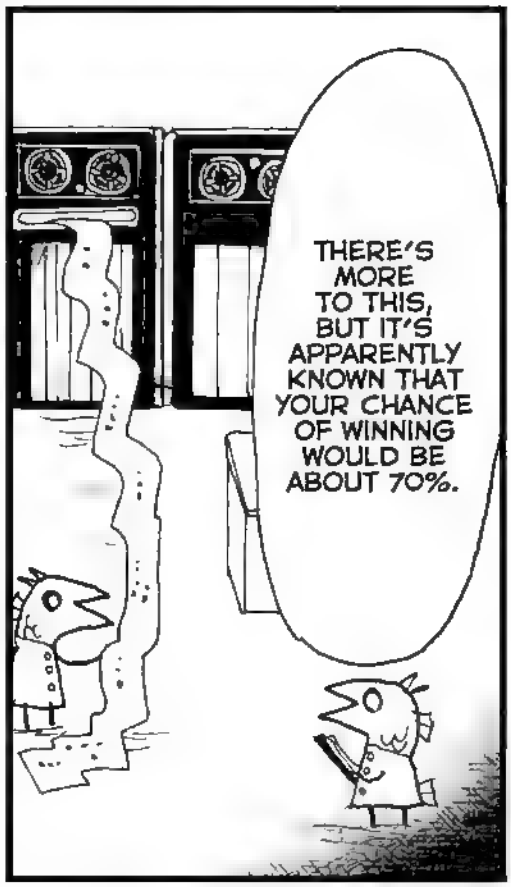

THEY HAVE MORE WITH EVERY PASSING YEAR,
WITH EVERY PASSING SECOND.
SO, BOTH KINGDOMS END UP INCREASING THEIR STOCKPILES LIKE CRAZY.

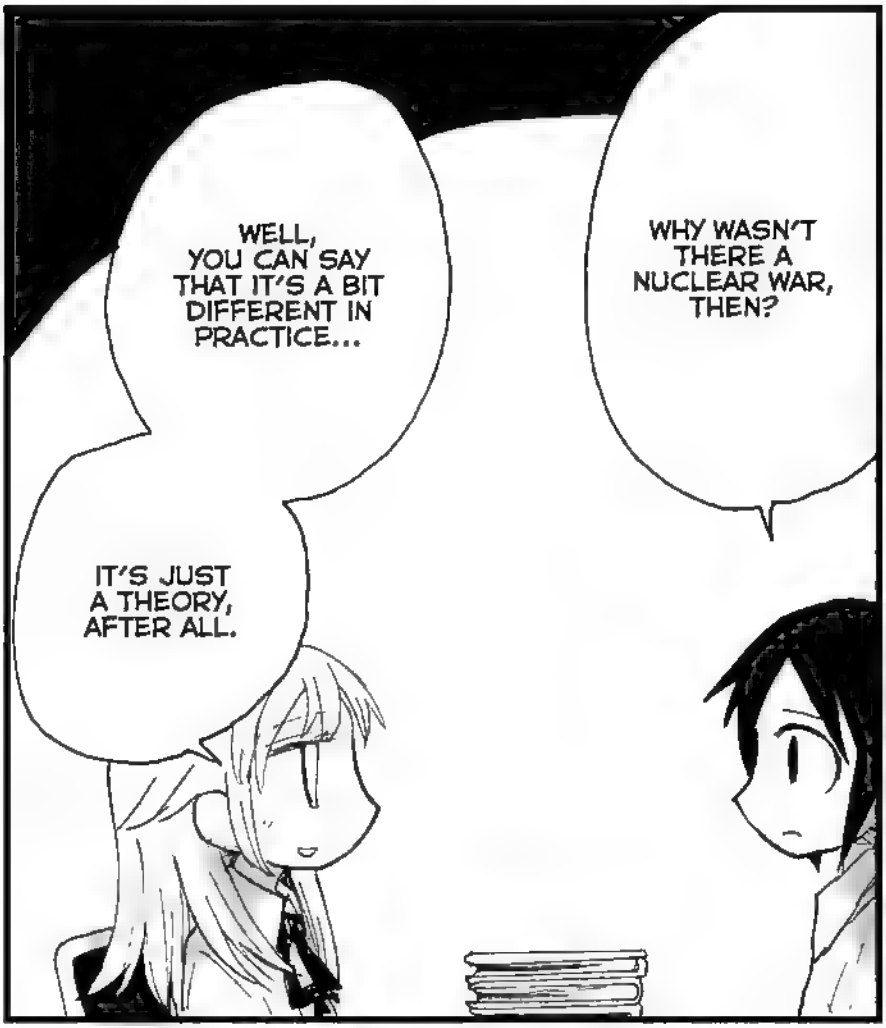
LET'S THINK ABOUT IT.
SO, WHEN SHOULD THEY USE THEM?
THEY HAVE A LOTTA BOMBS NOW.


SPEAKING OF WHICH, IF YOU ATTACK FIRST
AND UTTERLY ANNIHILATE YOUR ENEMY'S CAPITAL,
THERE'S A CHANCE YOU MIGHT BE ABLE TO AVOID A RETALIATORY STRIKE ALTOGETHER.


IF KINGDOM A ATTACKS FIRST AND BLOWS UP B'S CAPITAL,
APPA-RENTLY, KING-DOM B'S CHANCE OF WINNING WOULD BE ABOUT 30%.

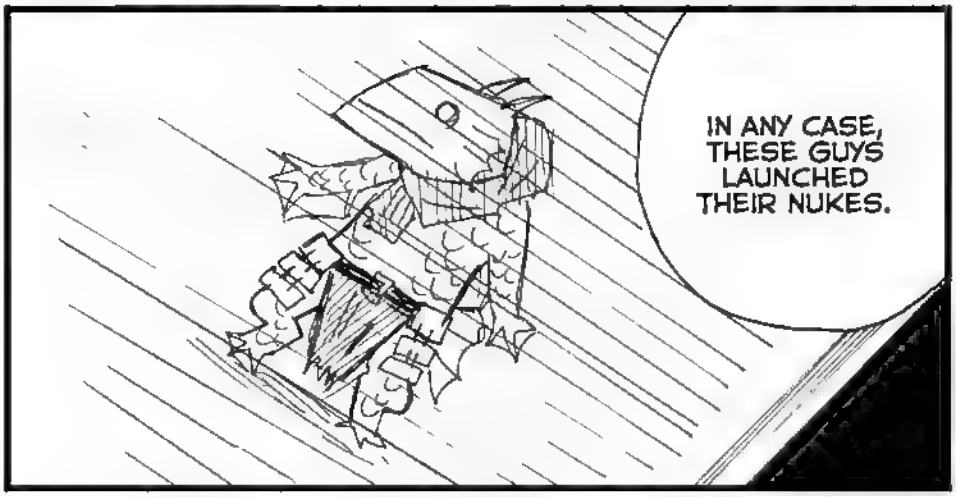
THIS MEANS THE RIGHT TIME TO STRIKE
IS AS SOON AS POSSIBLE.
YOU'D LOSE IF YOUR ENEMY TAKES THE INITIATIVE,
SO YOU HAVE TO ATTACK AS SOON AS POS-SIBLE.
THIS MONTH RATHER THAN NEXT.
TODAY RATHER THAN TOMOR-ROW.

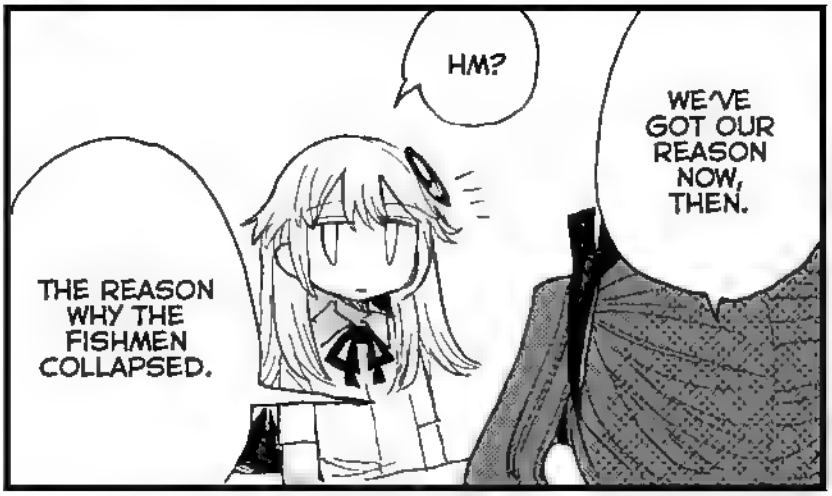

THERE'S MORE TO THIS, BUT IT'S APPARENTLY KNOWN THAT YOUR CHANCE OF WINNING WOULD BE ABOUT 70%.


WELL, YOU CAN SAY THAT IT'S A BIT DIFFERENT IN PRACTICE...
IT'S JUST A THEORY, AFTER ALL.
WHY WASN'T THERE A NUCLEAR WAR, THEN?

BUT...
RIGHT THIS SECOND RATHER THAN AN HOUR LATER.

WHAT DO YOU THINK?
THERE YOU HAVE IT.


IN ANY CASE, THESE GUYS LAUNCHED THEIR NUKES.


HM?
WE'VE GOT OUR REASON NOW, THEN.
THE REASON WHY THE FISHMEN COLLAPSED.

HMM...

THE FISHMEN WERE MORE RATIONAL THAN HUMANS,

SO THEY PURSUED THE ADVANTAGE ZEALOUSLY,

LEVEL-HEADEDLY EXECUTED THEIR PLANS, AND ENDED THEIR WORLD.

DID THE OTHER RACES END LIKE THAT TOO?

I SEE.

THAT'S NICE.

THEY ALL LOGICALLY ATTEMPTED TO SEIZE THE INITIATIVE,

AND THEY ALL LAUNCHED THEIR NUKES.

FOR EXAMPLE,

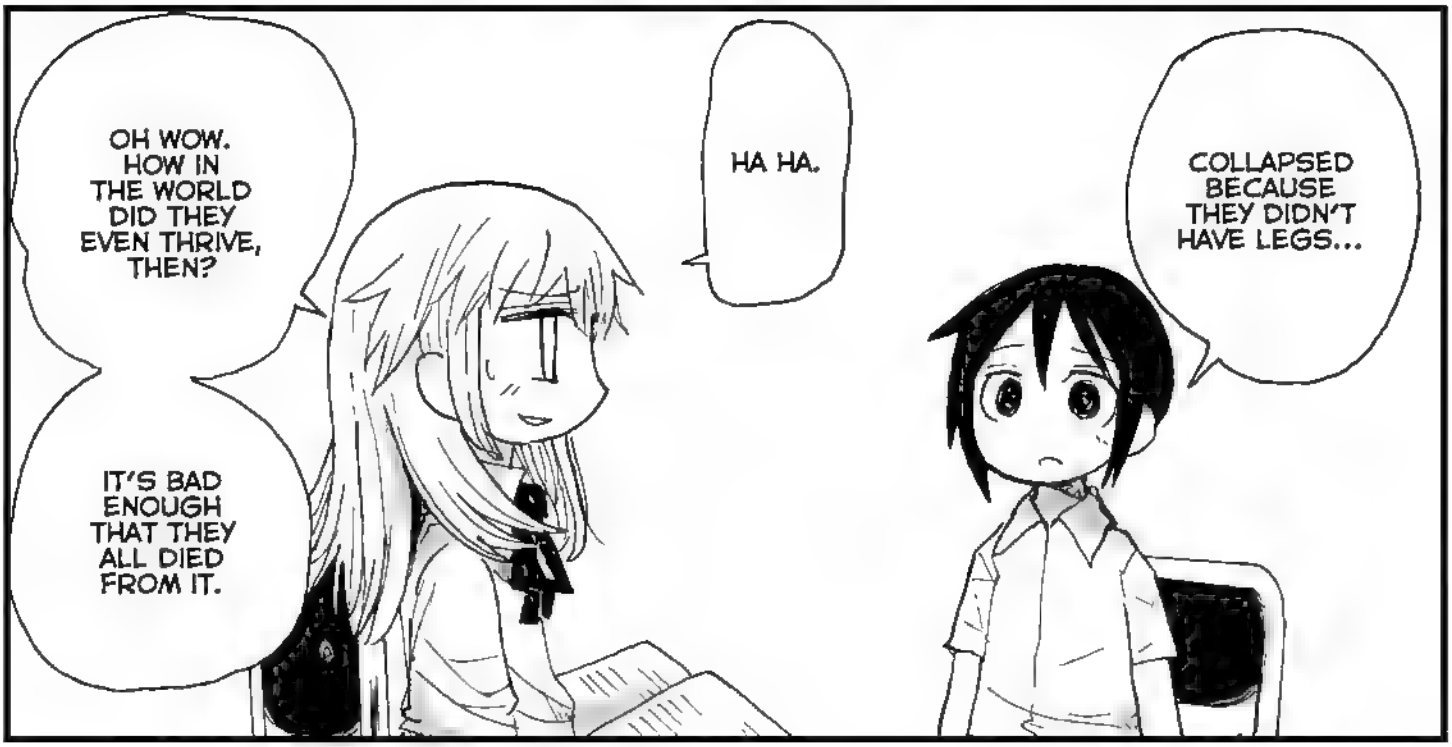
THE DEERMEN COLLAPSED BECAUSE OF OVERCONSUMPTION, EATING THEIR WHEAT STOCKPILE FOR THE FOLLOWING YEAR.

WELL, NOT ALL OF THEM HAVE TO END EXACTLY LIKE THAT.

WE CAN HAVE SOME OF THE CIVILIZATIONS COLLAPSE FROM SILLIER REASONS.

UMM, THEN...
THEY...

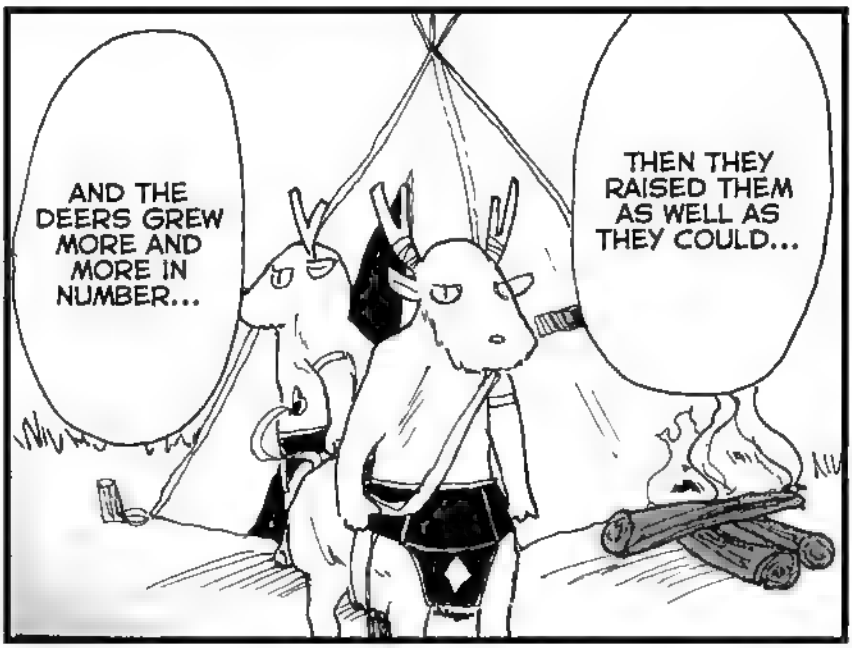
GEEZ... USE YOUR OWN HEAD TOO, WILL YOU?
WHAT ABOUT THE SNAKEMEN?

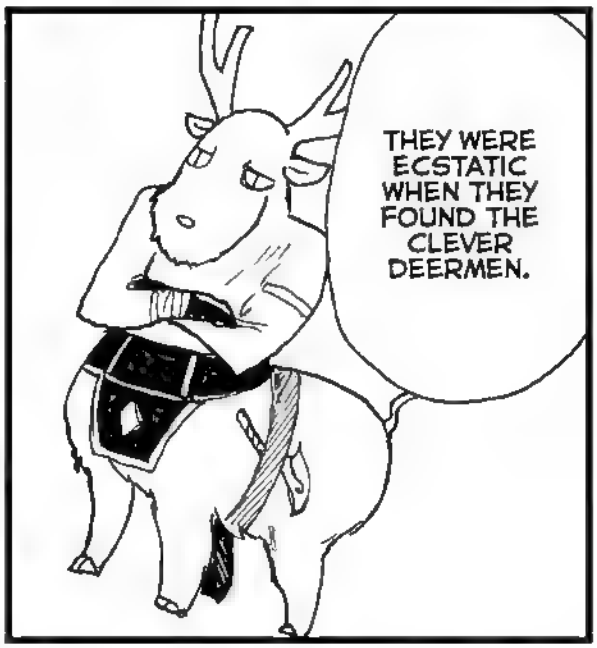

OH WOW. HOW IN THE WORLD DID THEY EVEN THRIVE, THEN?
IT'S BAD ENOUGH THAT THEY ALL DIED FROM IT.
HA HA.
COLLAPSED BECAUSE THEY DIDN'T HAVE LEGS...

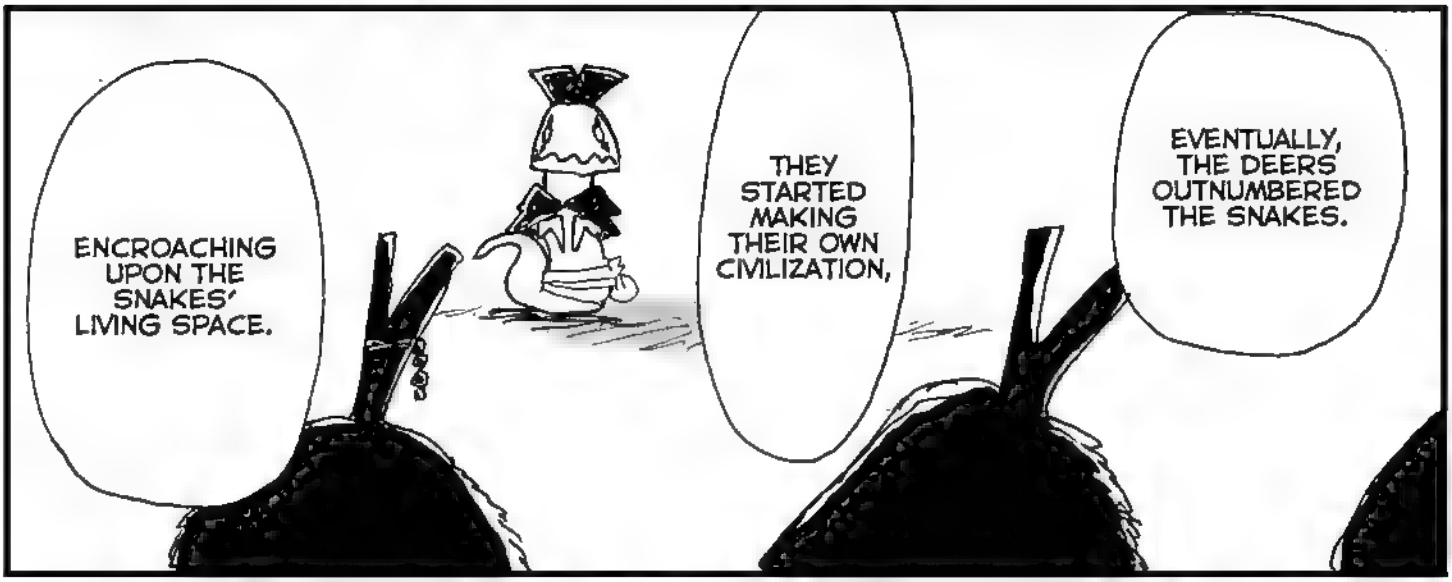
LET'S GO WITH THAT.
AHH. HM...
SOME THREAT SHOWED UP...
THEN...

SO THEY LOOKED FOR OTHER INTELLIGENT ANIMALS.
ALL THE OTHER ANIMALS THEY KNEW WERE DUMB,

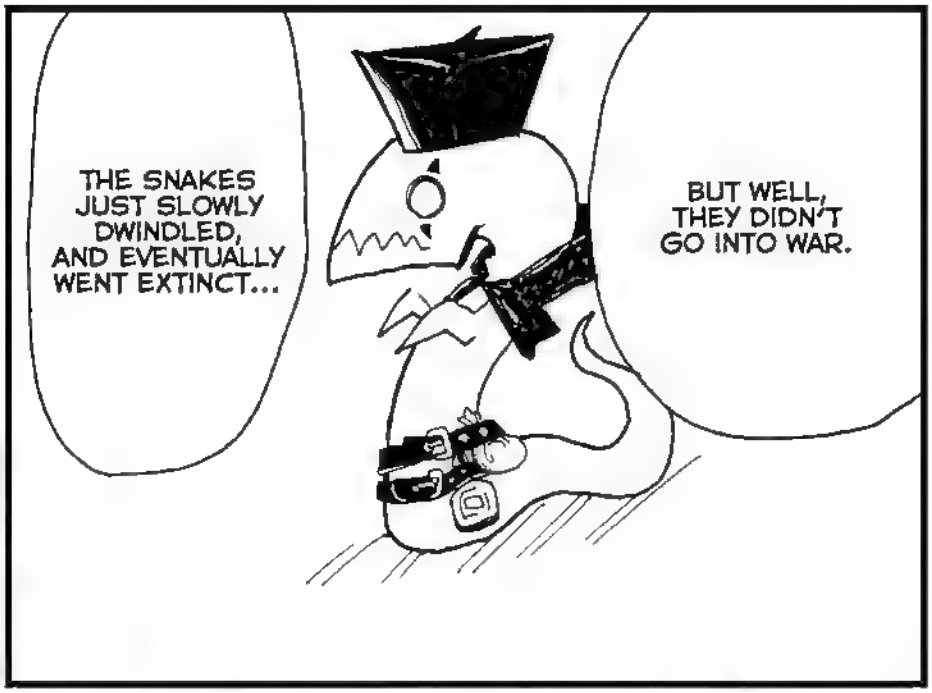
THE SNAKEMEN WERE CURIOUS ABOUT THE FACT THAT THEY'RE THE SMARTEST BEINGS ON EARTH.
SO,


AND THE DEERS GREW MORE AND MORE IN NUMBER...
THEN THEY RAISED THEM AS WELL AS THEY COULD...


THEY WERE ECSTATIC WHEN THEY FOUND THE CLEVER DEERMEN.

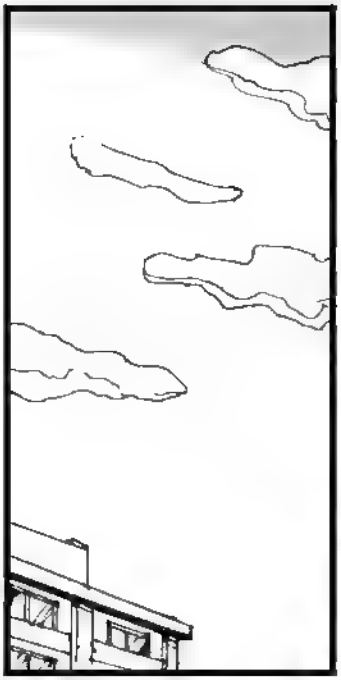

ENCROACHING UPON THE SNAKES' LIVING SPACE.
THEY STARTED MAKING THEIR OWN CIVILIZATION,
EVENTUALLY, THE DEERS OUTNUMBERED THE SNAKES.

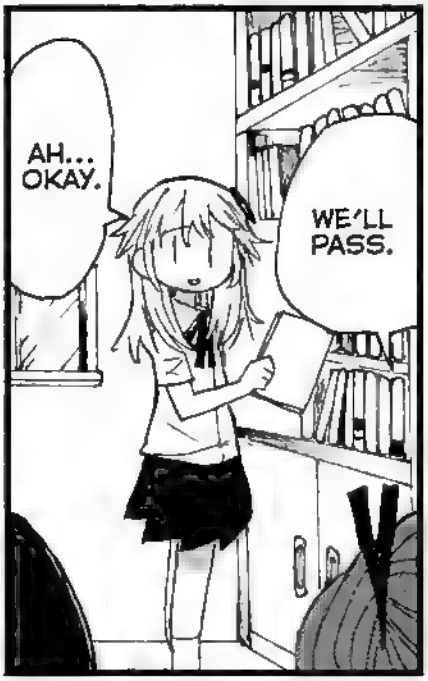
BUT THEN THE DEERS ATE TOO MUCH WHEAT AND DIED OUT...
LIKE THAT...


THE SNAKES JUST SLOWLY DWINDLED, AND EVENTUALLY WENT EXTINCT...
BUT WELL, THEY DIDN'T GO INTO WAR.

I'LL LEAVE IT TO YOU, THEN.
YES.
WELL? THINK YOU CAN COME UP WITH THE REST YOURSELF?

RIGHT ...
GOTTA THANK GAME THEORY FOR THIS.
HOH. WE'VE GOT A PRETTY NICE BIT OF SETTING NOW, HAVEN'T WE?

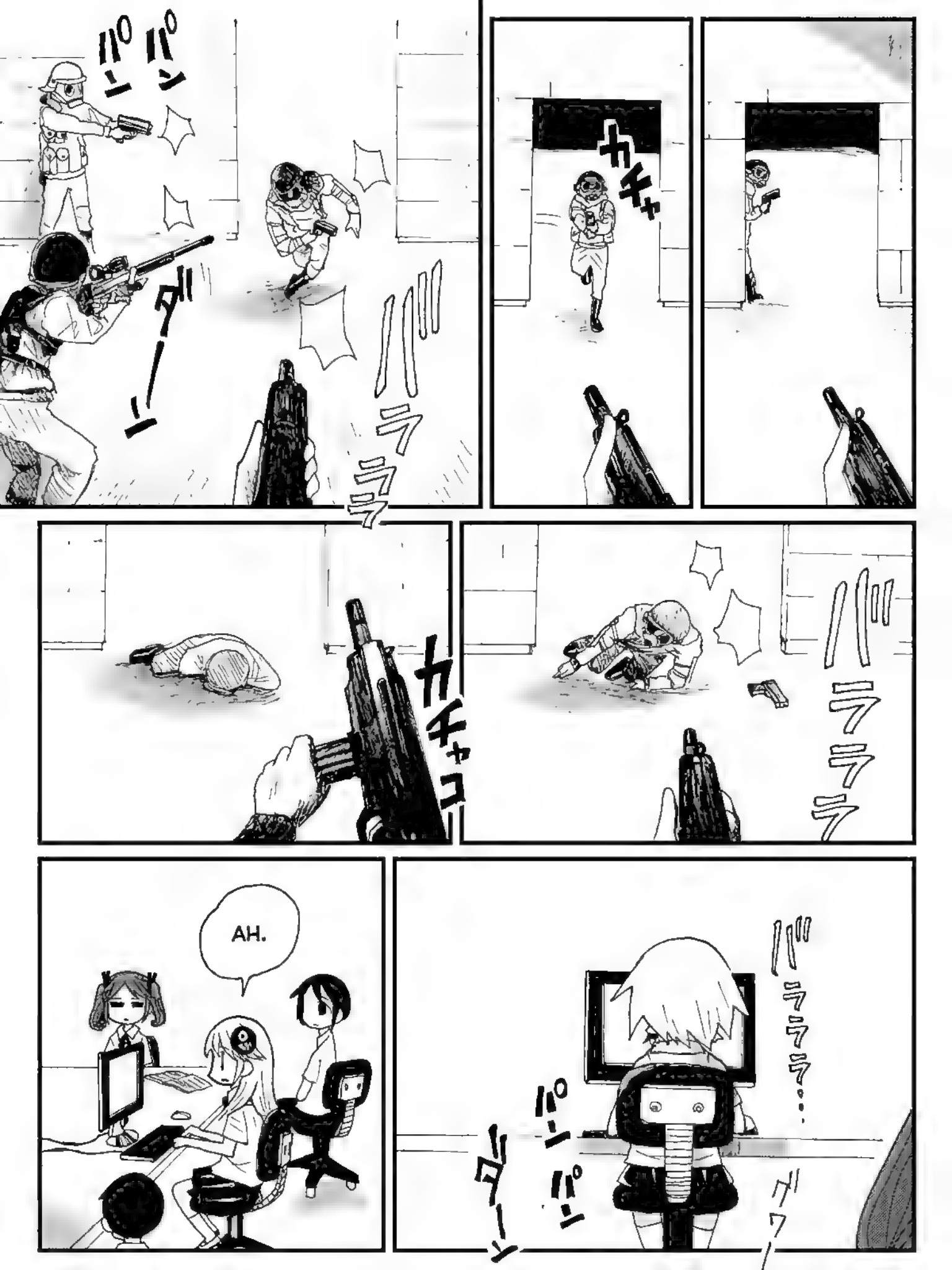



AH... OKAY.
WE'LL PASS.

WANT TO BORROW THESE GAME THEORY BOOKS?
AH, RIGHT.

EXTRA
YOU FIRST...
CAN YOU STOP ALREADY...?

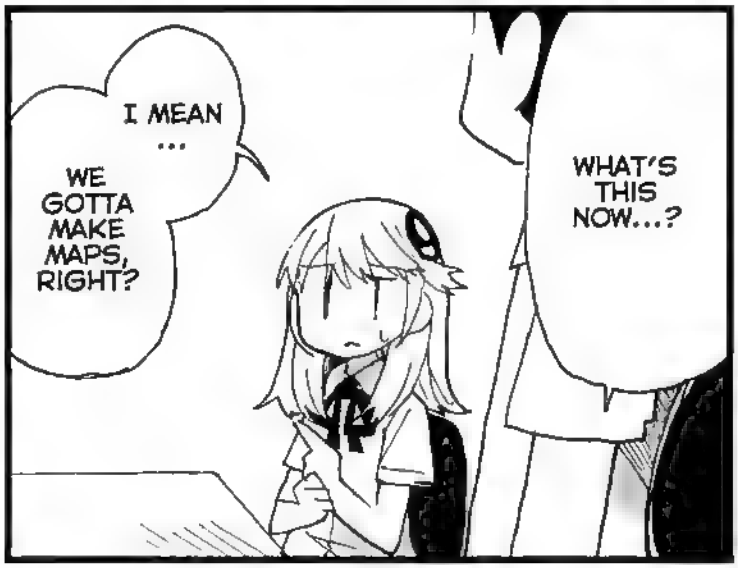
カタ
カタ…
カシ…
カシ…
バララララ…
パンパン
ダーン
ダワーッ
バララララ…
ダーン
パン
パン

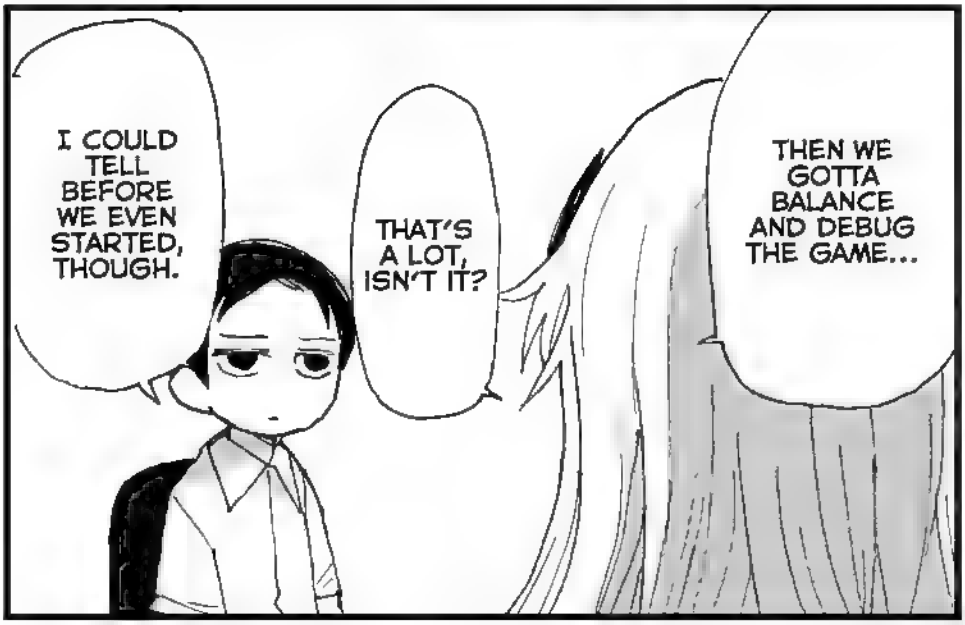

パン パン
ダーン
ララララ
カチャ
カチャコ
パララララ
AH.
パン パン
ダーン
ララララ…
ゴワー

ACTUALLY REALLY HARD TO MAKE?

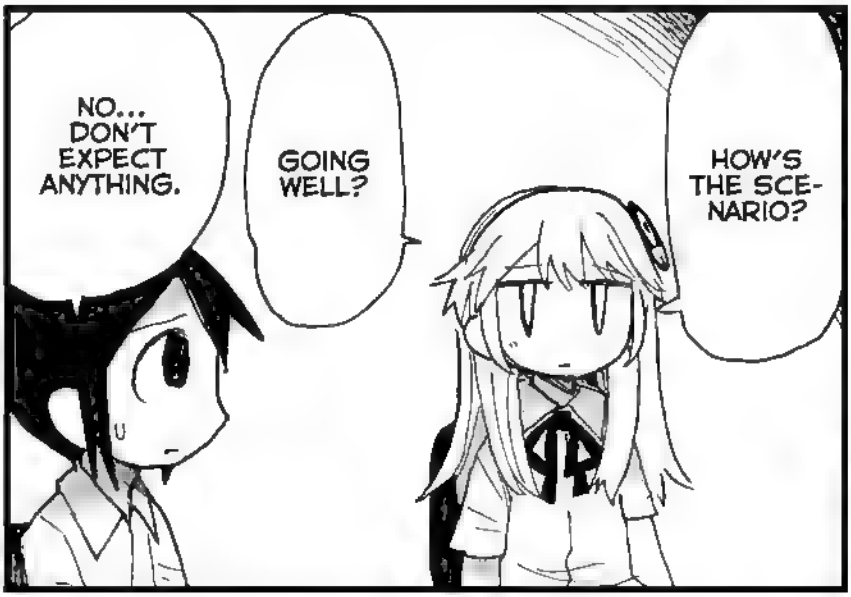
IS THIS...

WE GOTTA MAKE OB-JECTS ...
ENEMIES. ITEMS.
COMBAT SYSTEM...

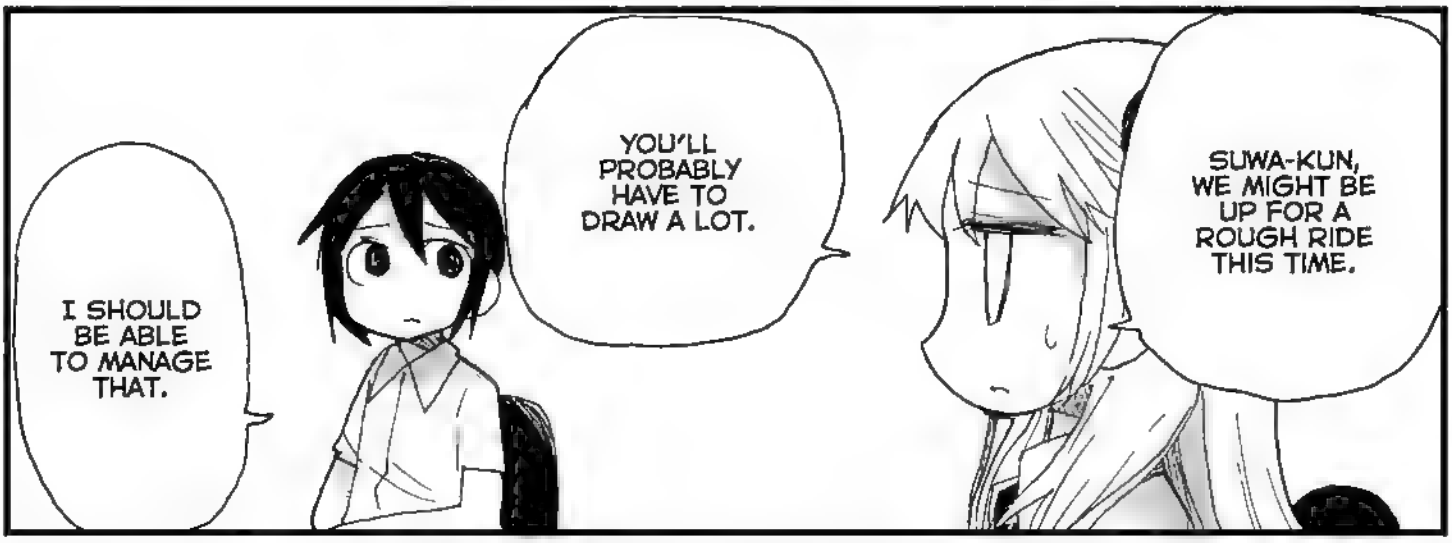

WHAT'S THIS NOW...?
I MEAN ...
WE GOTTA MAKE MAPS, RIGHT?

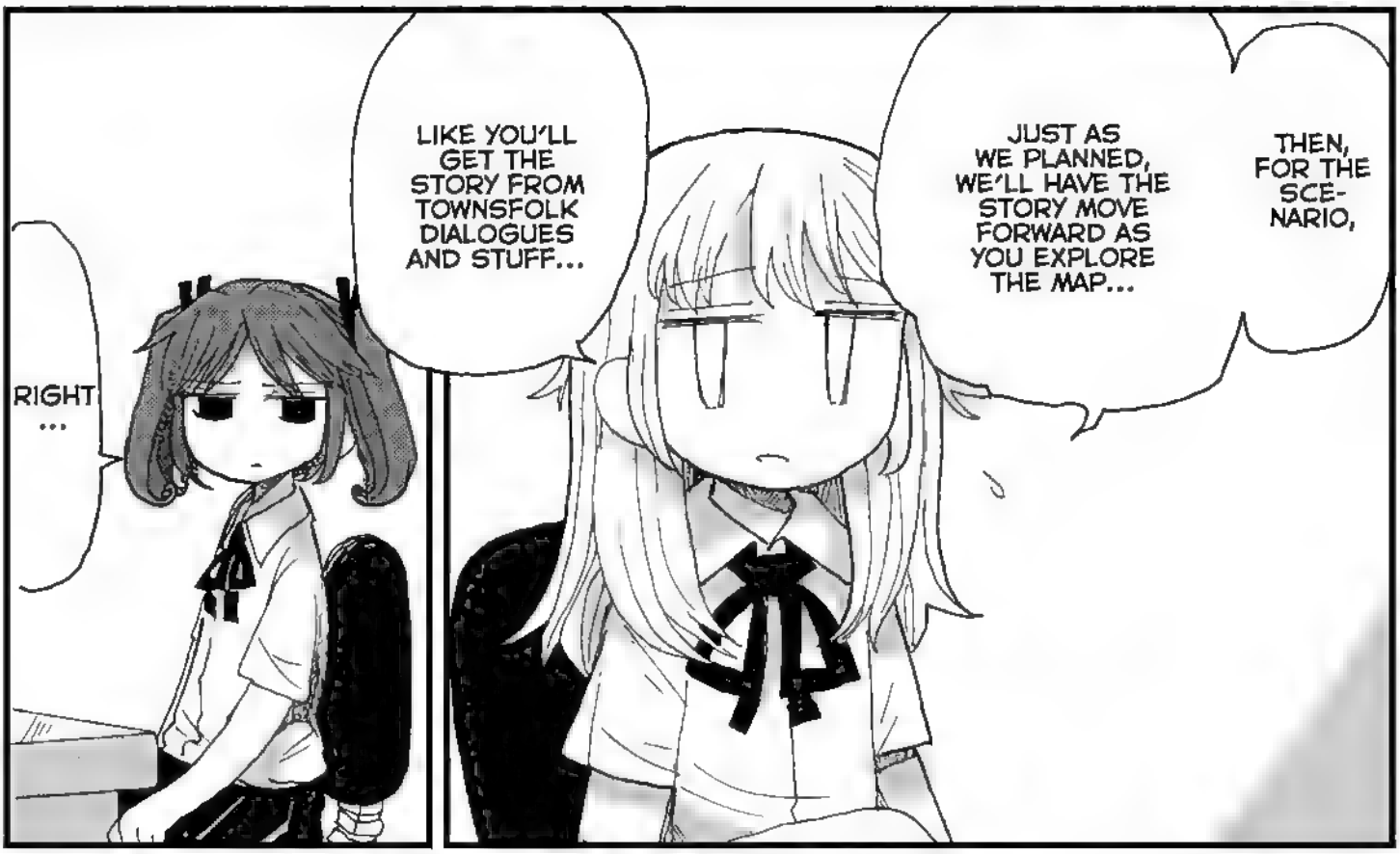

THEN WE GOTTA BALANCE AND DEBUG THE GAME...
THAT'S A LOT, ISN'T IT?
I COULD TELL BEFORE WE EVEN STARTED, THOUGH.

AND ...?
EVENTS TOO...

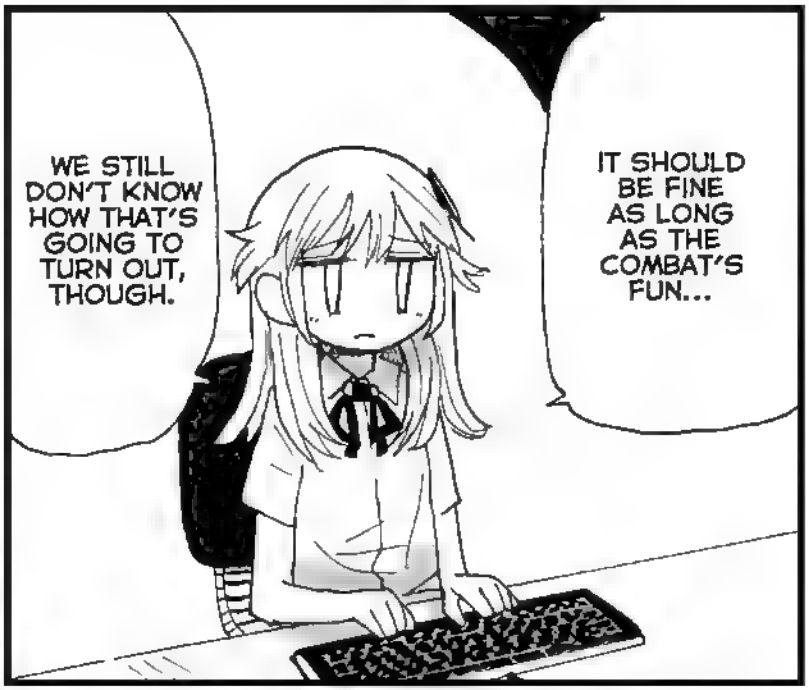

NO... DON'T EXPECT ANYTHING.
GOING WELL?
HOW'S THE SCE-NARIO?

WE'LL DECIDE IF WE'LL KEEP WORKING ON IT DEPENDING ON OUR PRO-GRESS.
ANYWAY, LET'S SEE HOW IT GOES AT THE END OF THE MONTH...

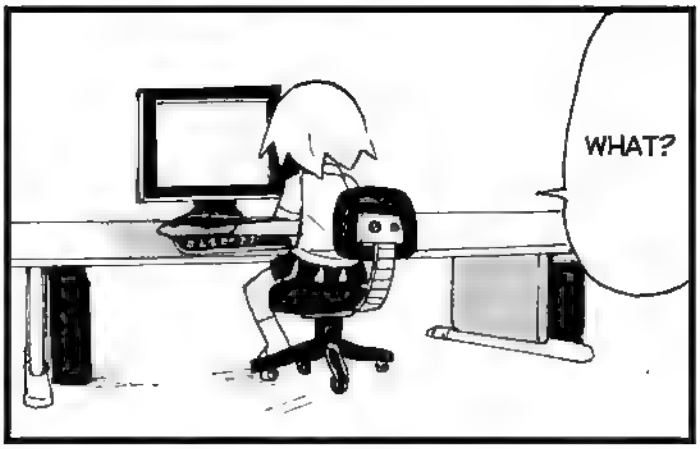

I SHOULD BE ABLE TO MANAGE THAT.
YOU'LL PROBABLY HAVE TO DRAW A LOT.
SUWA-KUN, WE MIGHT BE UP FOR A ROUGH RIDE THIS TIME.


RIGHT ...
LIKE YOU'LL GET THE STORY FROM TOWNSFOLK DIALOGUES AND STUFF...
JUST AS WE PLANNED, WE'LL HAVE THE STORY MOVE FORWARD AS YOU EXPLORE THE MAP...
THEN, FOR THE SCE-NARIO,

BESHI-KO?
NEXT IS HOW LONG MAKING THE MAPS IS GOING TO TAKE...


WE STILL DON'T KNOW HOW THAT'S GOING TO TURN OUT, THOUGH.
IT SHOULD BE FINE AS LONG AS THE COMBAT'S FUN...

NOPE, I'M BUSY!
GOT SOME TIME?


WHAT?

AL-RIGHT ...
YOU KNOW, LIKE WHAT WE HAD FOR *ANGRY COOKIE KING.*
DON'T WORRY TOO MUCH ABOUT THE DETAILS.
CAN YOU MAKE A TEMPORARY WORLD MAP THAT CAN THEN BE SPLIT AND WORKED ON BY SIX PEOPLE?

OH WELL, THE VICE PRESIDENT CAN DO IT.
OKAY...

FINE LIKE THAT.

HUH? WELL, SHE'S...

SHE'S JUST PLAYING A GAME.

WHY DID YOU GIVE BESHIKO A PASS?

SHE'S ALREADY HELPING LIKE THAT.

UMM... WELL... HOW DO I PUT THIS...

YOU GET MAD IF KAI-SENPAI SLACKS OFF.

WHY THE SPECIAL TREAT-MENT?

WHY?

PLAY-TESTER?

SHE *IS* OUR PLAYTESTER, AFTER ALL.

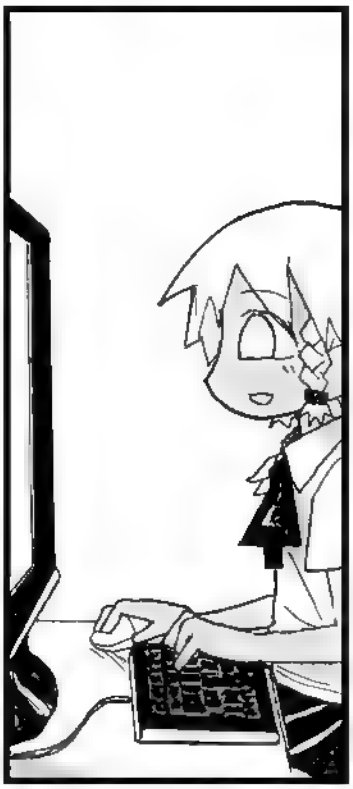
...IS THAT SO?

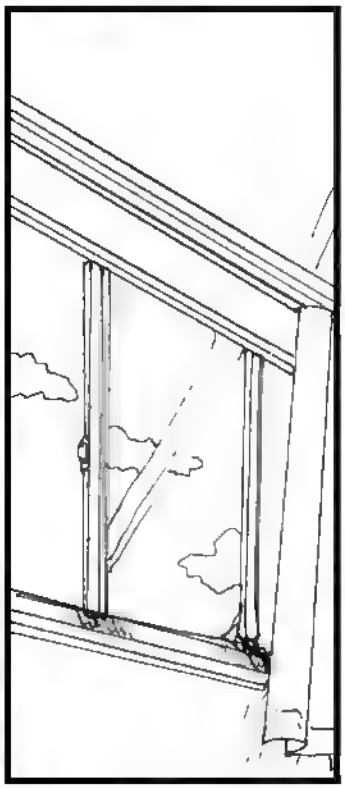
IS THAT SO?
GAME DEVS HAVE TO PLAY PLENTY OF GAMES.
JUST LIKE HOW A CHEF NEEDS TO KNOW PLENTY OF DIFFERENT FOODS,

...

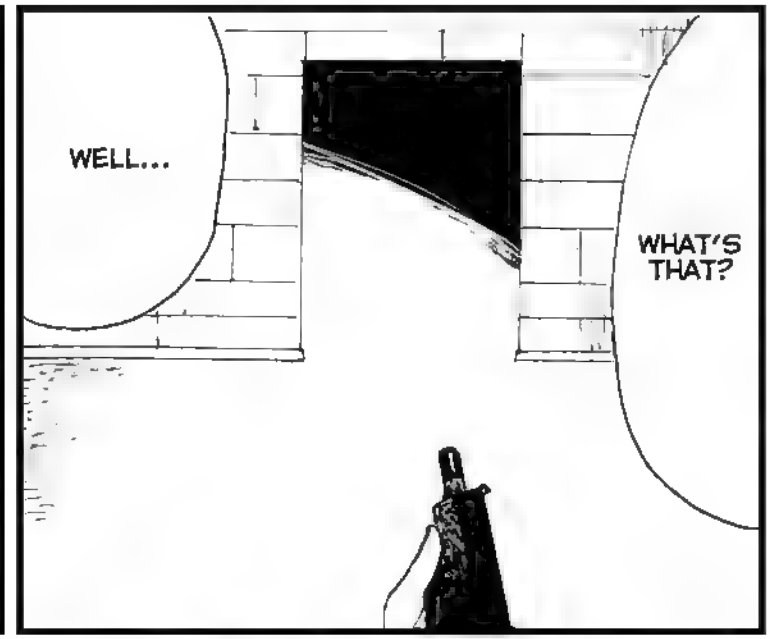
SO HOW ABOUT YOU SPEND THE DAY GAMING WITH HER?
YOU DON'T USUALLY PLAY GAMES, MORISHITA-CHAN,

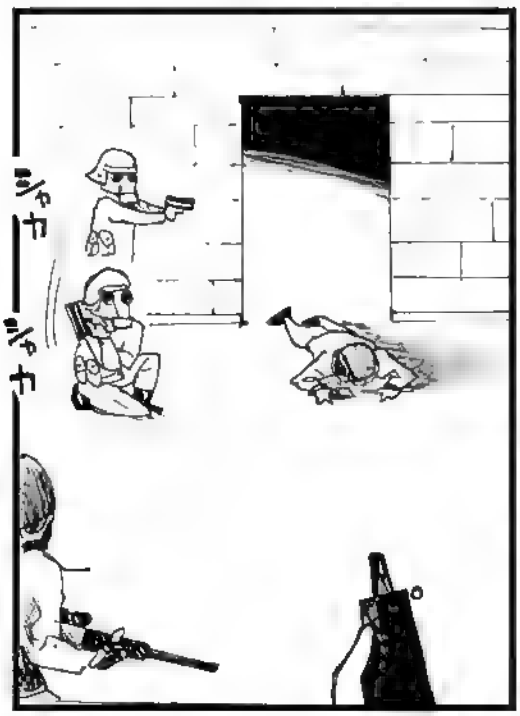
SPAWN CAMPING!
WHAT ARE YOU DOING, BESHIKO-CHAN?



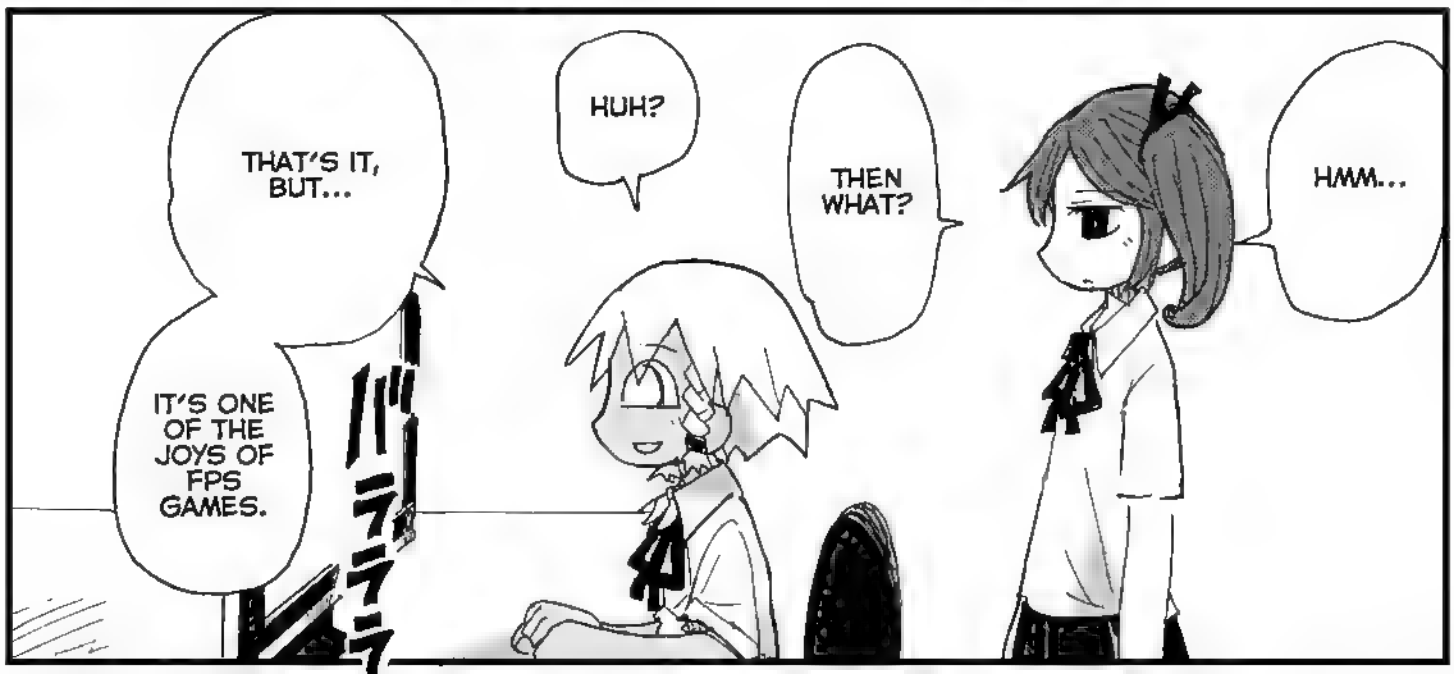


RIGHT NEXT TO THEIR SPAWN POINT.
I'M KILLING ENEMIES


WELL...
WHAT'S THAT?


ミチ
ミチ

パーパー
ダーン
バラララ


THAT'S IT, BUT...
IT'S ONE OF THE JOYS OF FPS GAMES.
バラララ
HUH?
THEN WHAT?
HMM...

SURE IS. IT'S ALSO REAL DUMB.
STILL, THIS GAME LOOKS REAL.
クル クル
クル
IT GETS WACKIER OVER THERE.
スタスタスタ
フワ
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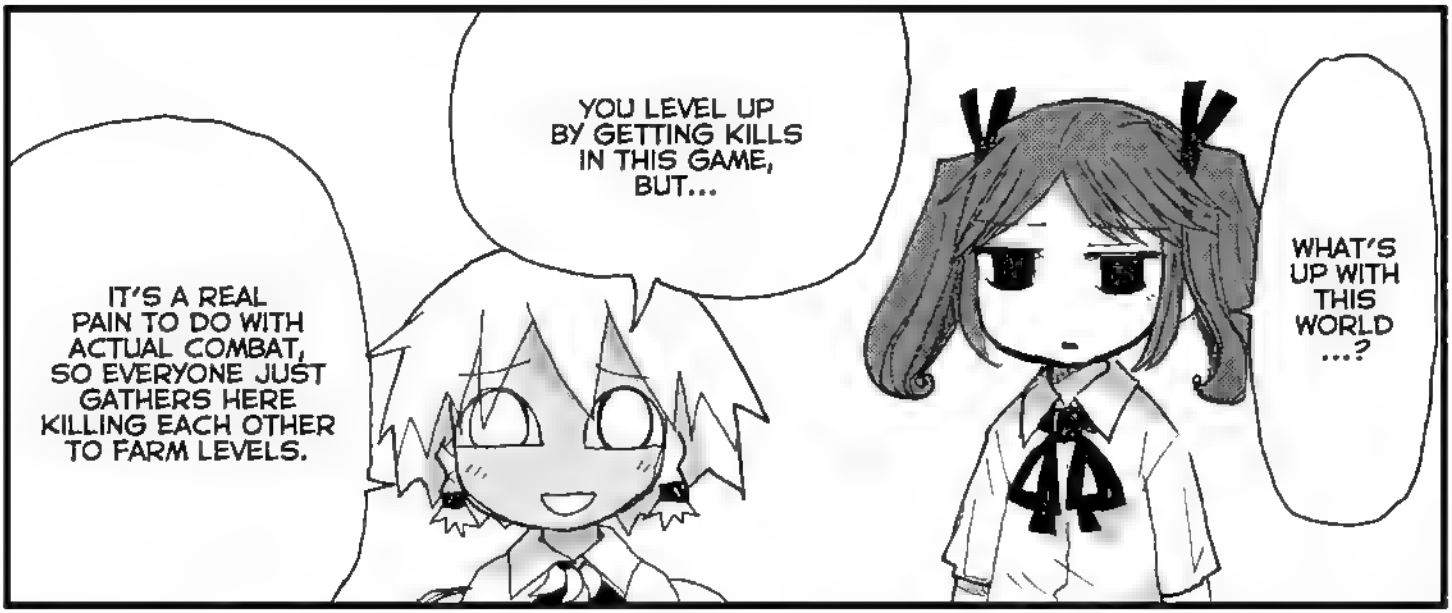
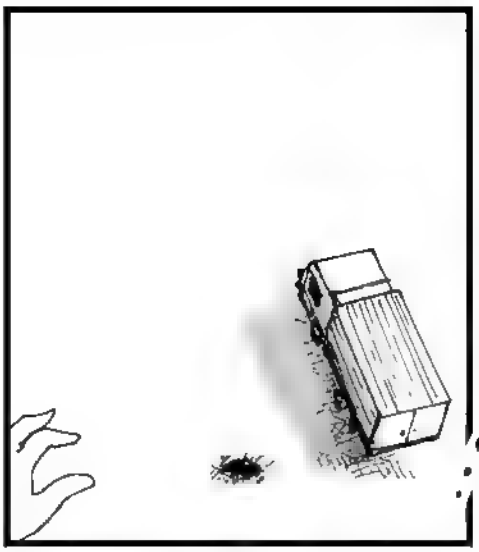
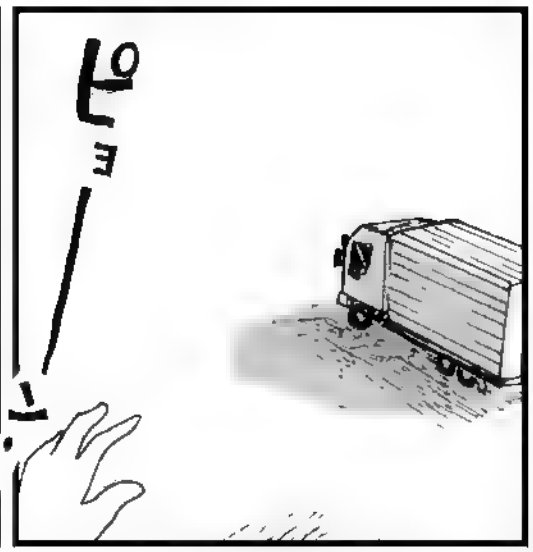
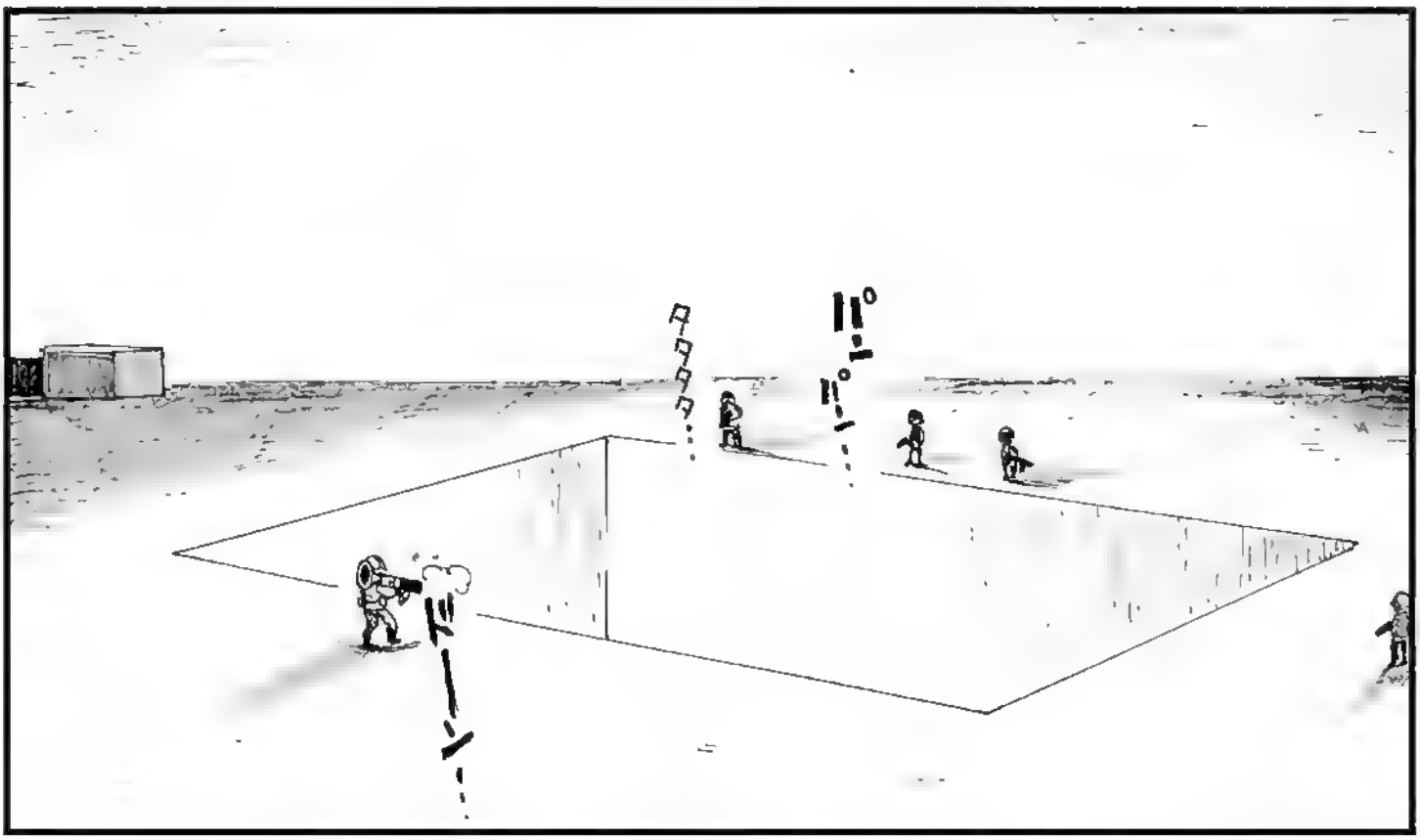
ヒュン
WHAT ARE THEY DOING?
ヒュン
ヒュン
THEY'RE HAVING A KNIFE DUEL.

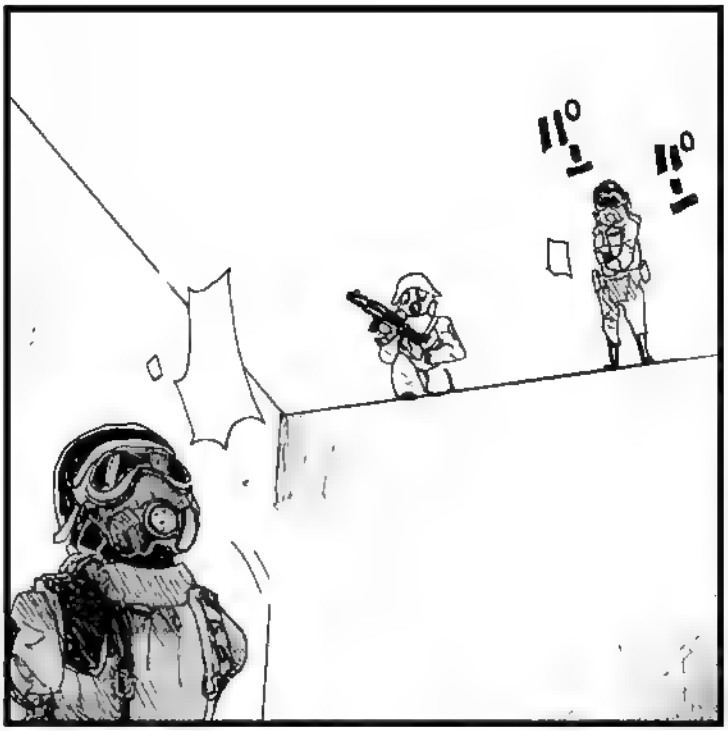

IT'S A REAL PAIN TO DO WITH ACTUAL COMBAT, SO EVERYONE JUST GATHERS HERE KILLING EACH OTHER TO FARM LEVELS.
YOU LEVEL UP BY GETTING KILLS IN THIS GAME, BUT...
WHAT'S UP WITH THIS WORLD ...?

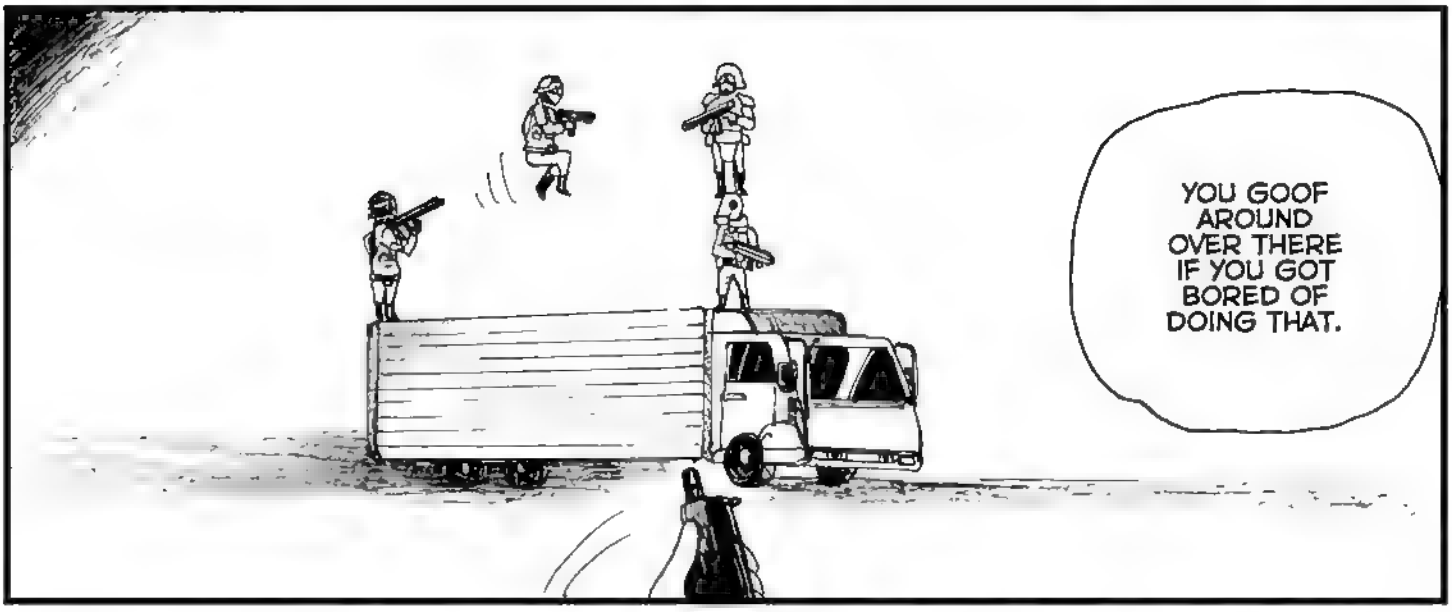




THE KILLING GROUND'S OVER THERE.



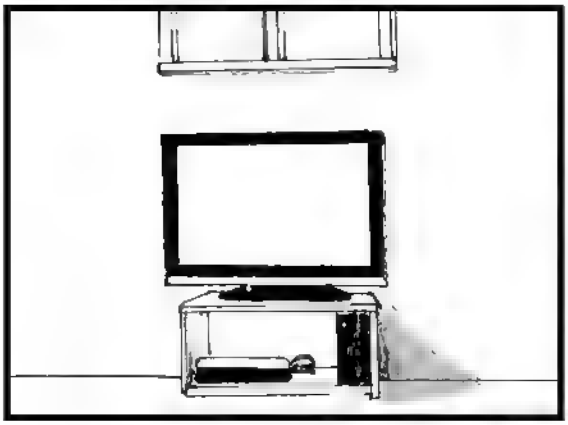


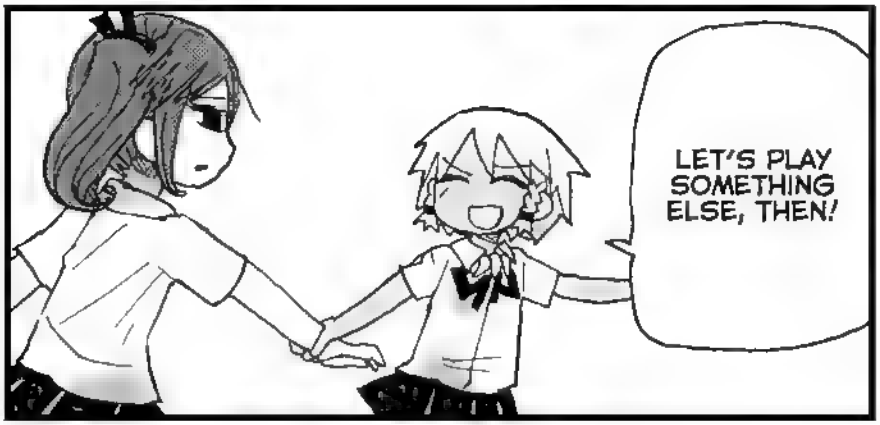

YOU GOOF AROUND OVER THERE IF YOU GOT BORED OF DOING THAT.

WANNA GIVE IT A TRY?
SO THIS IS AN FPS... IT'S LIKE HELL...

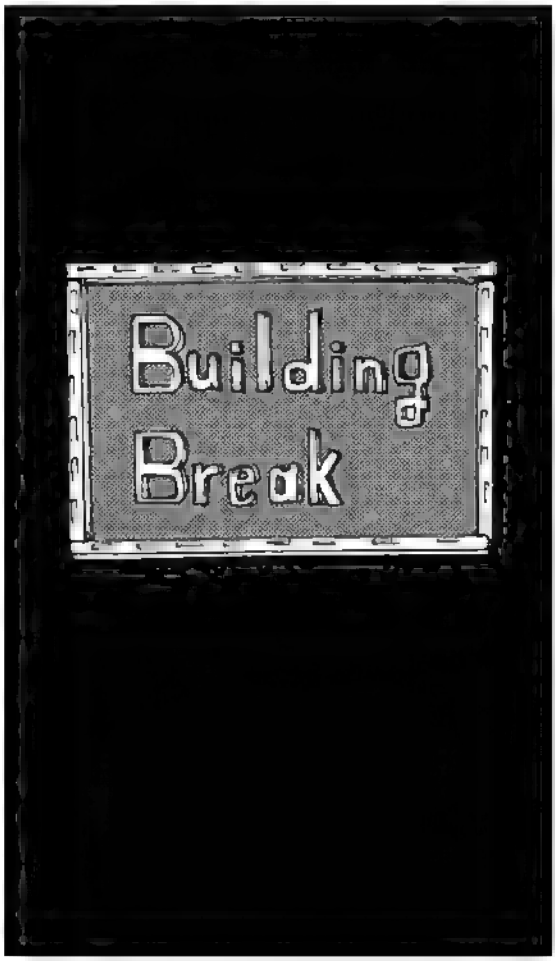
OH?
YAY!
ANYWAY, I'M SUPPOSED TO SPEND THE DAY PLAYING GAMES NOW.

THAT SO?
NO... I'LL PASS.



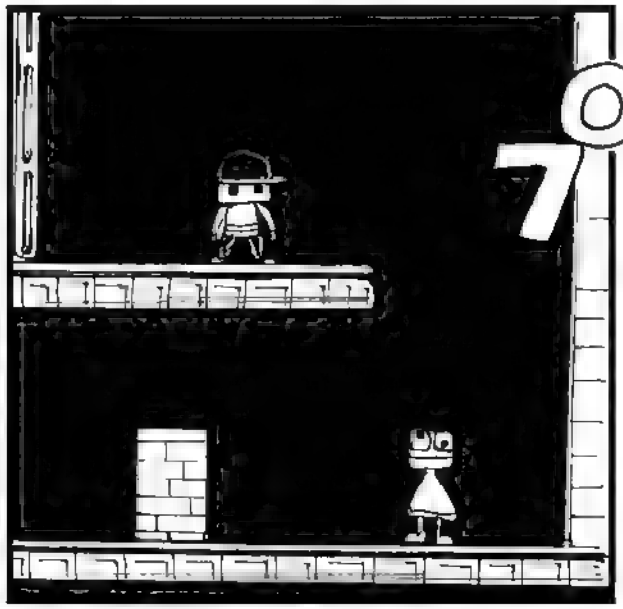

LET'S PLAY SOMETHING ELSE, THEN!

NOPE...
BUT IT LOOKS FUN.
WHAT'S THIS GAME ABOUT? YOU'VE PLAYED THIS BEFORE?

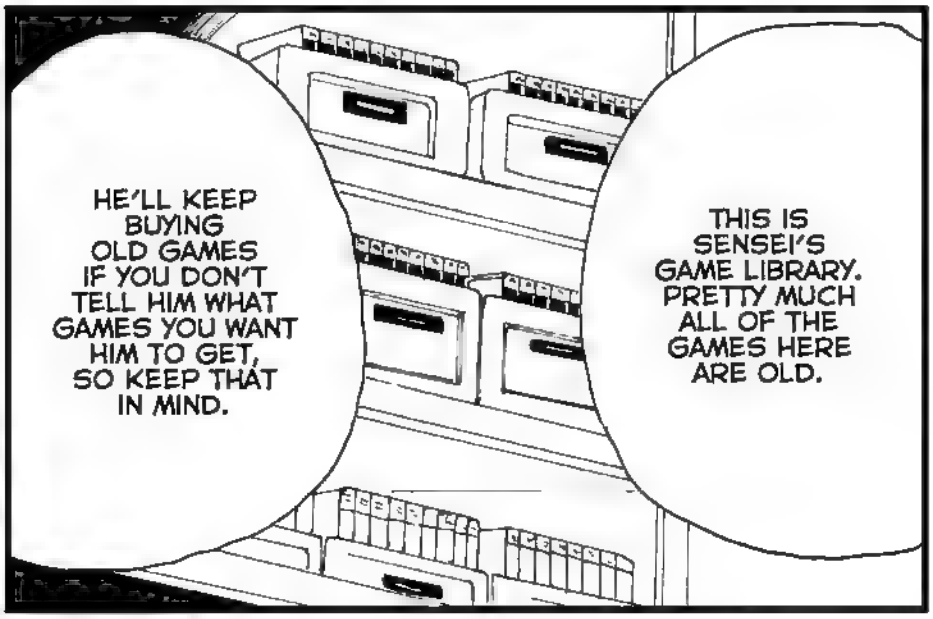

Building Break

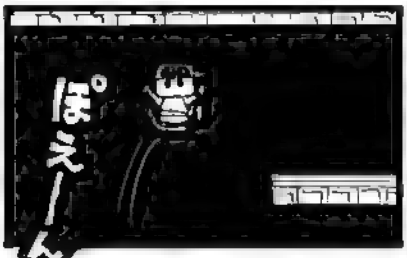
WE'LL START WITH THIS!

WHOA, WHAT ARE THESE GRAPHICS ...?
SO OLD...
HUH?
DON'T YOU KNOW?


7

YOU JUST PLAYED A GAME THAT PRETTY, BESHIKO-CHAN.
I'M IM-PRESSED YOU CAN JUMP STRAIGHT INTO THIS ONE FROM THAT.


THIS IS SENSEI'S GAME LIBRARY. PRETTY MUCH ALL OF THE GAMES HERE ARE OLD.
HE'LL KEEP BUYING OLD GAMES IF YOU DON'T TELL HIM WHAT GAMES YOU WANT HIM TO GET, SO KEEP THAT IN MIND.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ボーン

ぽえーーーん
BUT SERIOUSLY TRYING TO DO THAT WITH TERRIBLE-LOOKING CHARACTERS IS A LOT OF FUN TOO.
LISTEN TO THESE SOUND EFFECTS!

WHAT ARE YOU SAYING?
MAKING REALISTIC-LOOKING CHARACTERS DO DUMB STUFF IS FUN, YEAH,

PRESS A RANDOM BUTTON.

WE'LL FIGURE IT OUT AS WE GO.

ピョ

I'VE NEVER PLAYED THIS BEFORE...

NO CLUE.

SO...

HOW DO YOU PLAY THIS?

I THINK YOU'RE SUPPOSED TO BREAK THE BLOCKS SCATTERED AROUND THE MAP.

YOU'RE PROBABLY NOT SUPPOSED TO FIGHT THE ENEMIES.

...

ピャウピャウピャウ

YEAH.

AH, BUT...

AH.

THAT'S AN ATTACK.

AND NOTHING.

THAT'S THE GAME.

...AND?

BREAK ALL THE OTHER BLOCKS TOO, JUST LIKE THAT.
NOW WHAT ...?

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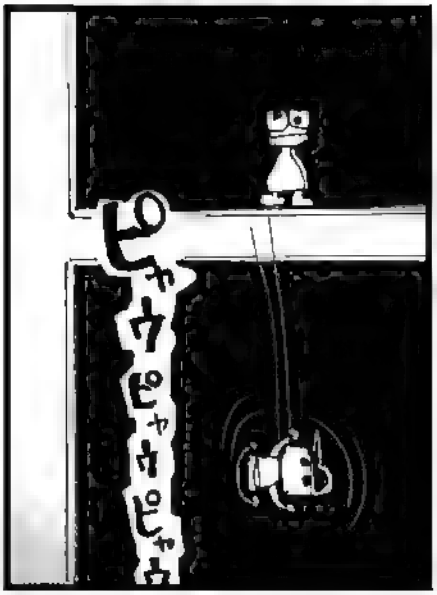
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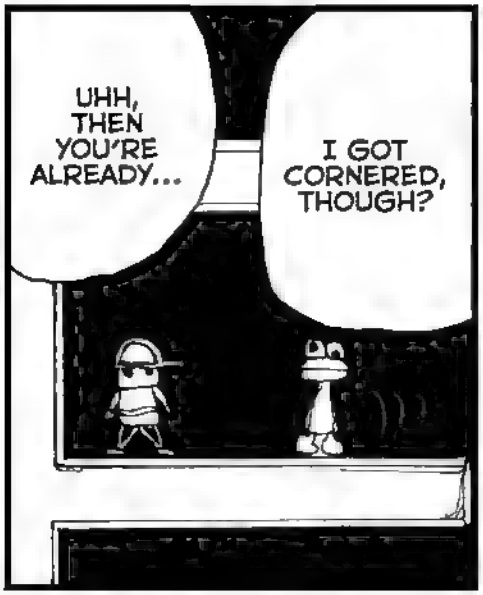
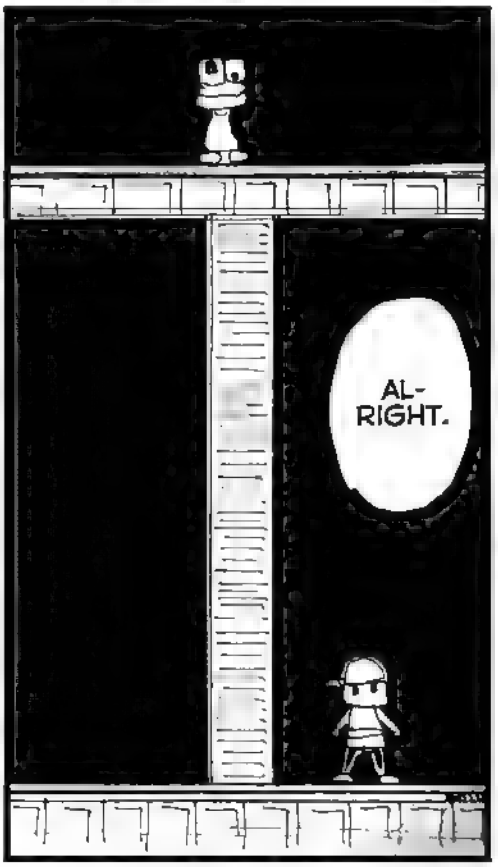
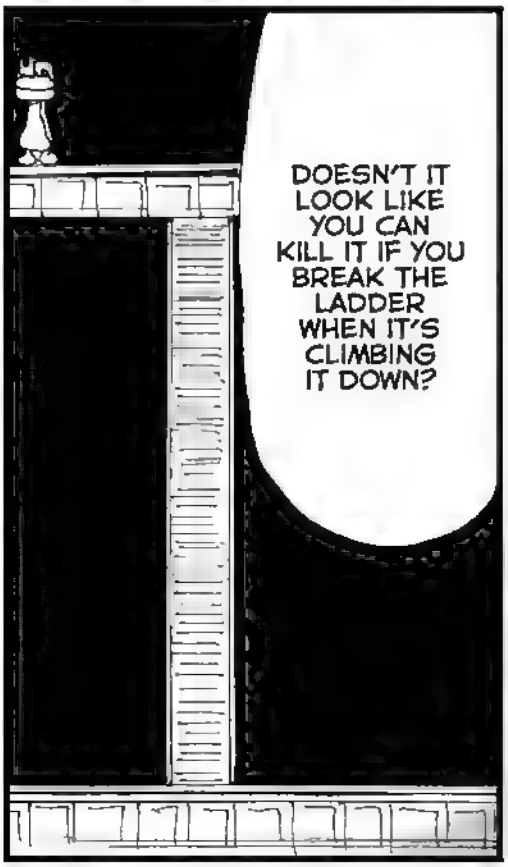
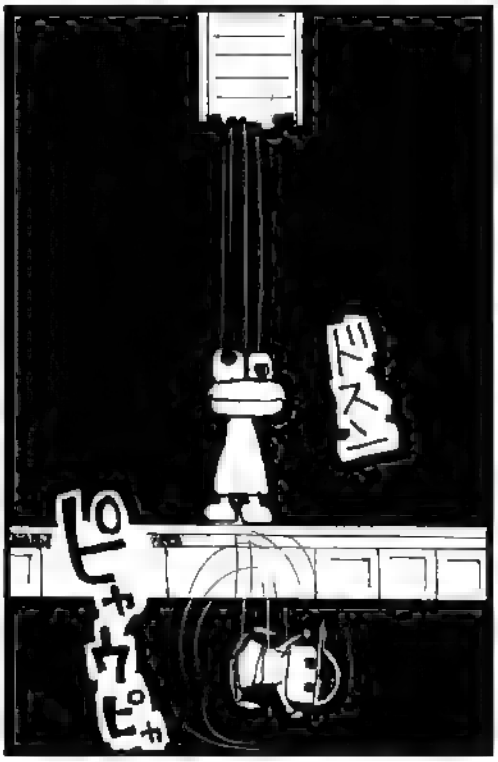
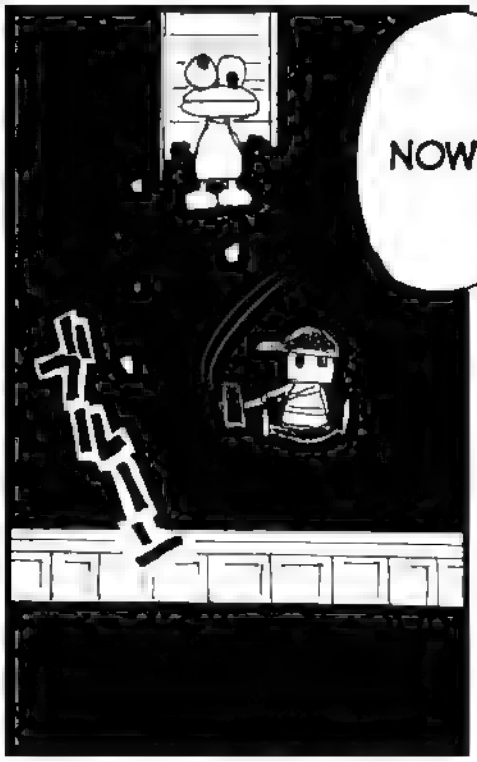
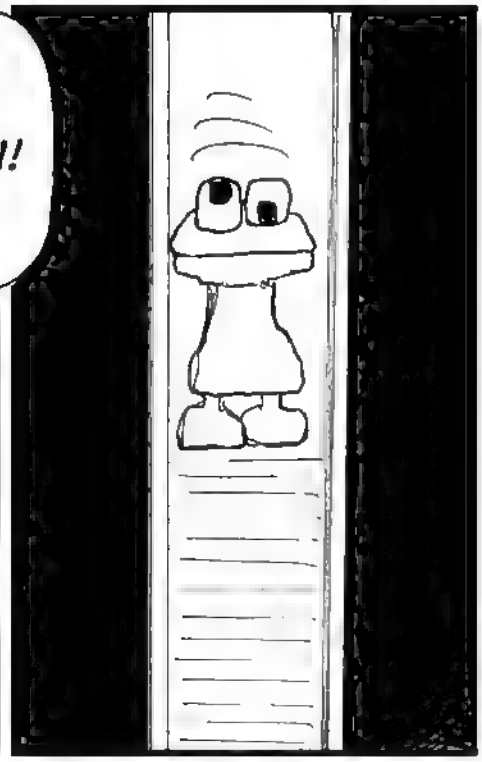

UHH, THEN YOU'RE ALREADY...
I GOT CORNERED, THOUGH?

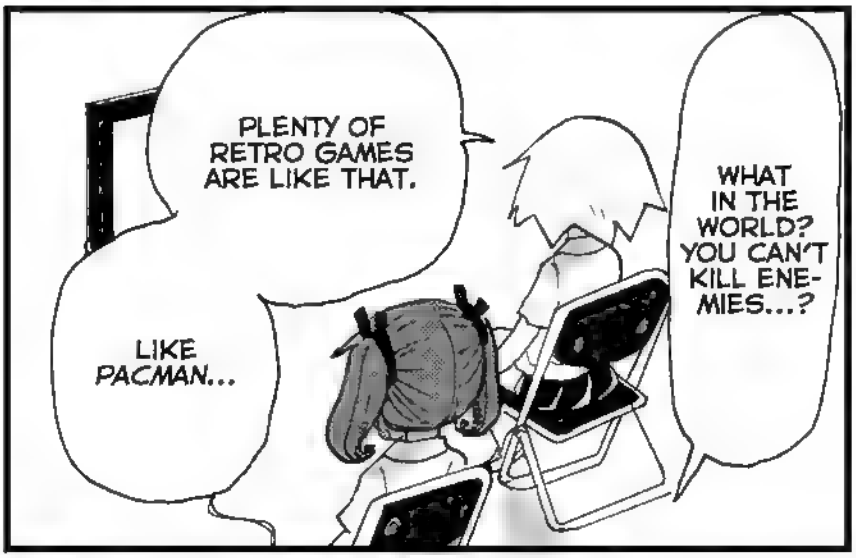
SO YOU GOTTA RUN.
YOU CAN'T KILL IT,
WHAT DO I DO ABOUT THIS MON-STER?

AL-RIGHT.

DOESN'T IT LOOK LIKE YOU CAN KILL IT IF YOU BREAK THE LADDER WHEN IT'S CLIMBING IT DOWN?

AH, BUT,
...

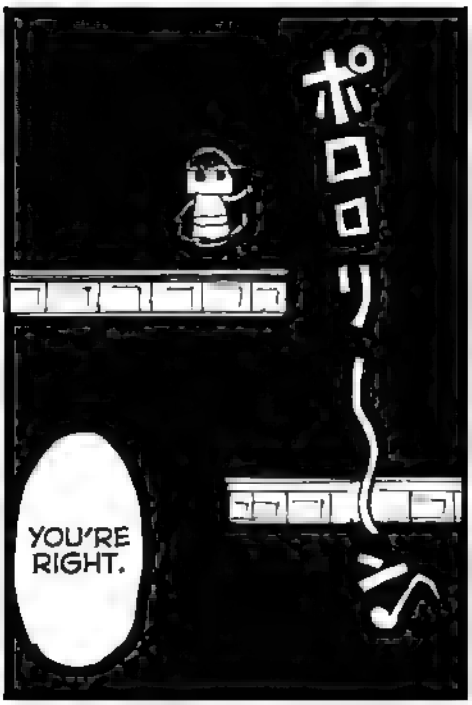

ミス!
ピャウピャ


NOW!
ブルーン




PLENTY OF RETRO GAMES ARE LIKE THAT.
LIKE PACMAN...
WHAT IN THE WORLD? YOU CAN'T KILL ENEMIES...?

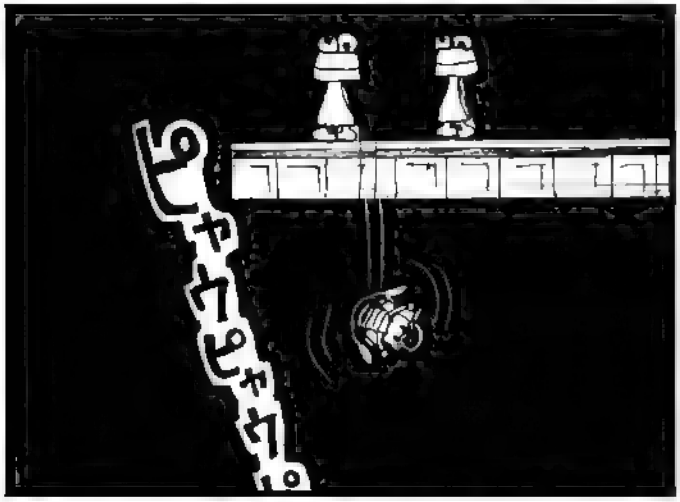
AHH, THEN YOU JUST CAN'T.

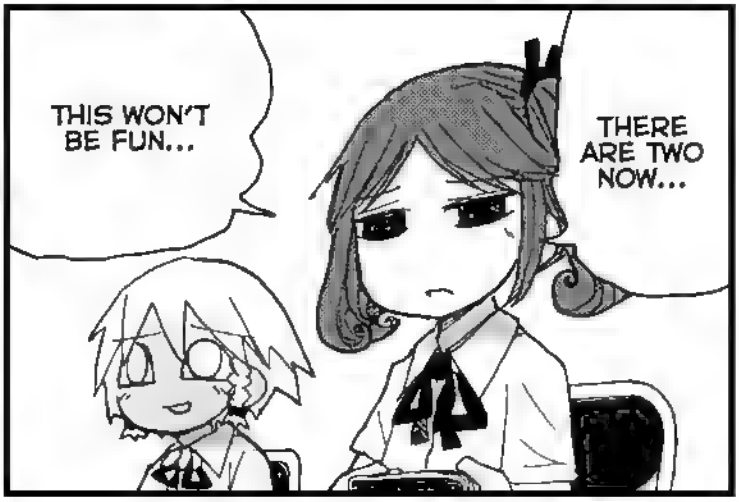

ポロロリーン
YOU'RE RIGHT.

YOU'LL PROBABLY CLEAR IT ONCE YOU'VE SMASHED ALL OF THEM.
NOW NOW, LET'S AT LEAST CLEAR A STAGE.

NOT SATISFYING AT ALL...
I HATE THAT...

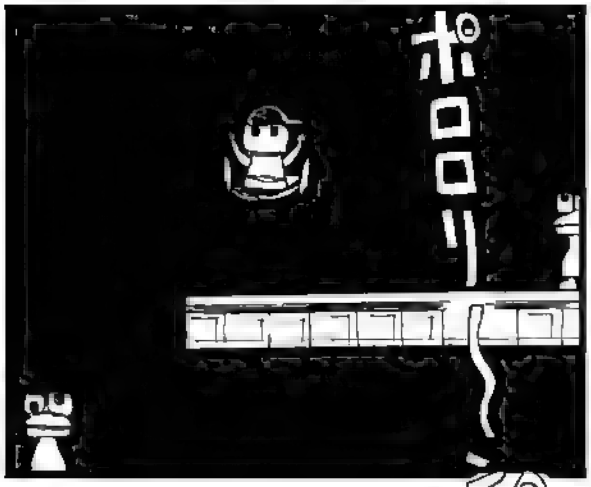
STAGE 2


シャクシャク。


THIS WON'T BE FUN...
THERE ARE TWO NOW...

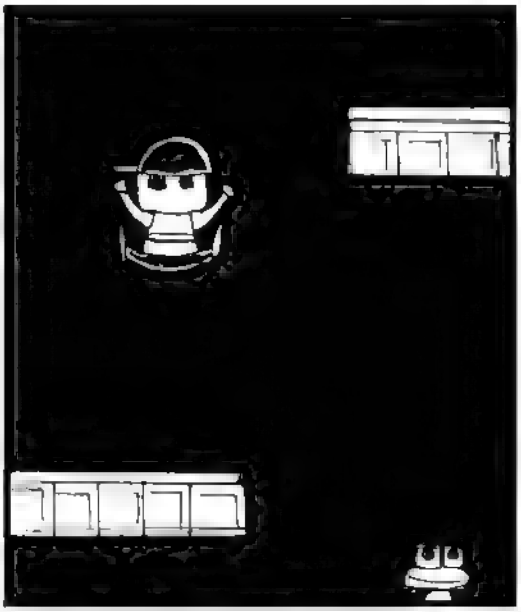
LET ME TRY!

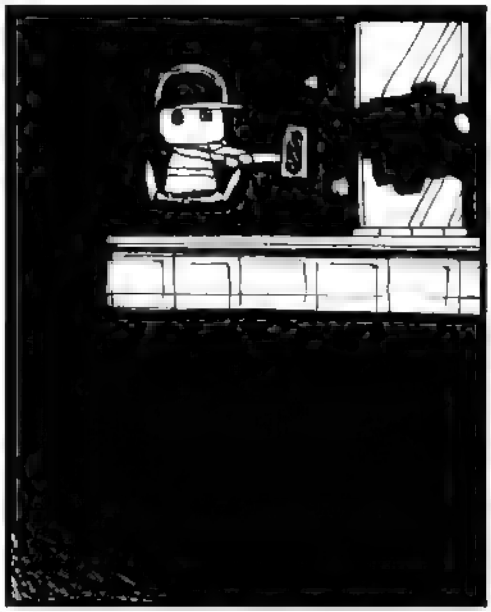
BEATS ME... ABOUT 100, MAYBE?
...
HOW MANY STAGES ARE THERE?

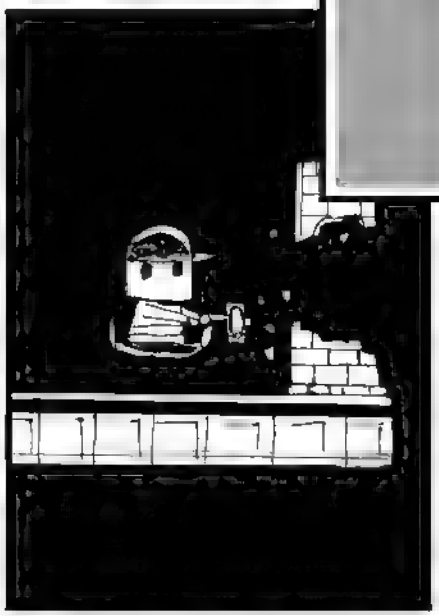

ポロロー

グルーン
グルーン

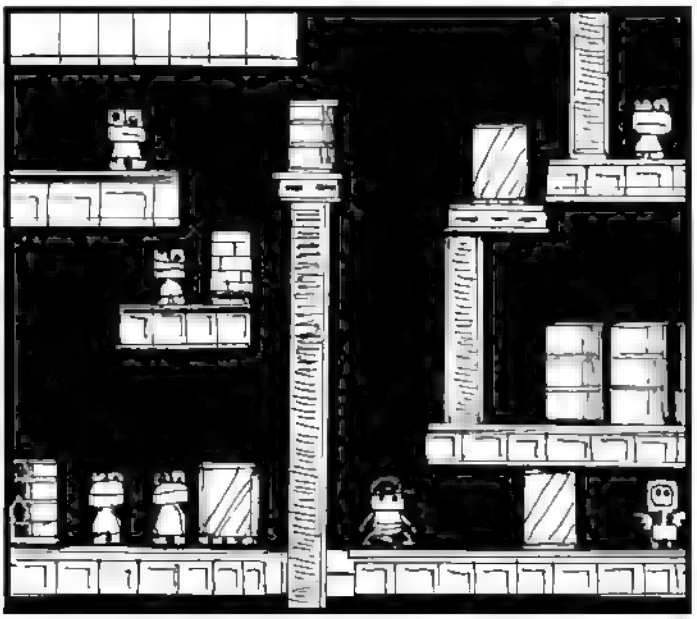
I'LL SHOW YOU SOME PRO GAMEPLAY.



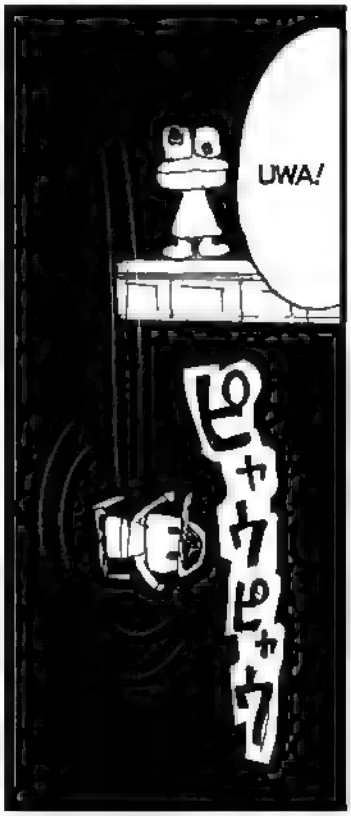


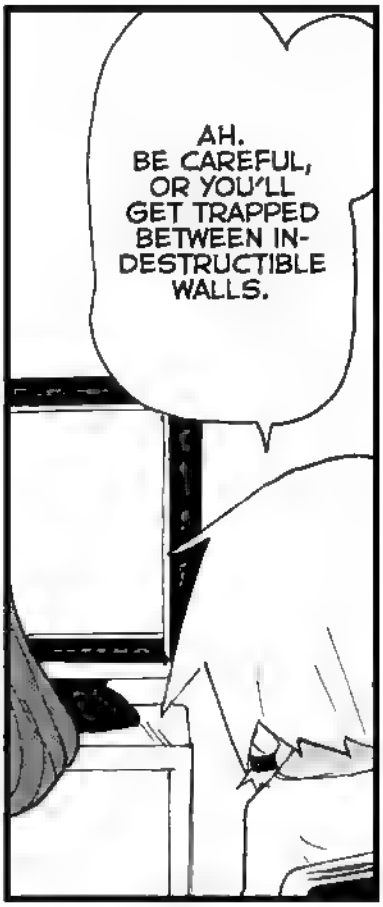


STAGE 18



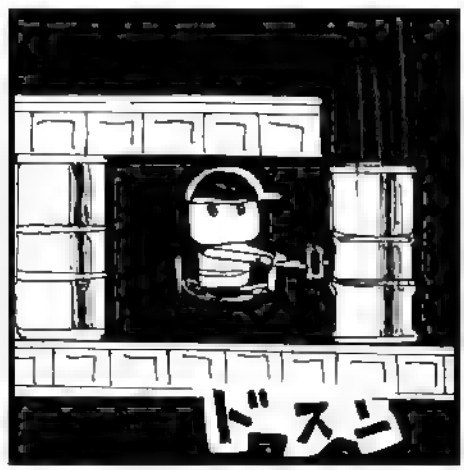
WANNA GIVE THIS STAGE A SHOT?
SURE ...

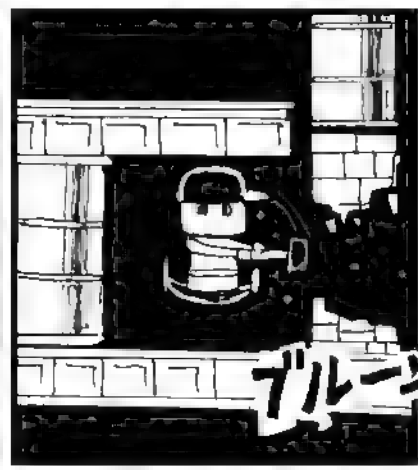

UWA!
ピャウピャウ

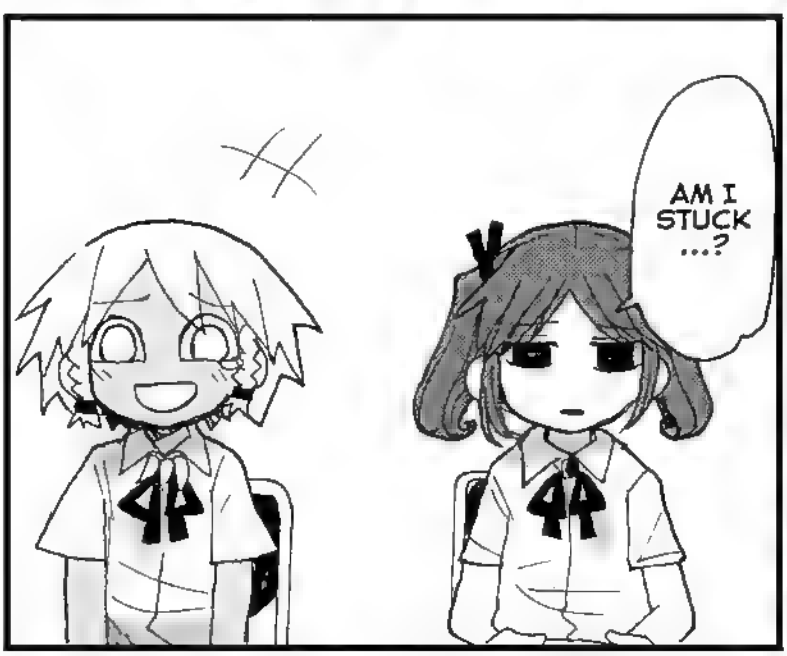

AH. BE CAREFUL, OR YOU'LL GET TRAPPED BETWEEN IN-DESTRUCTIBLE WALLS.

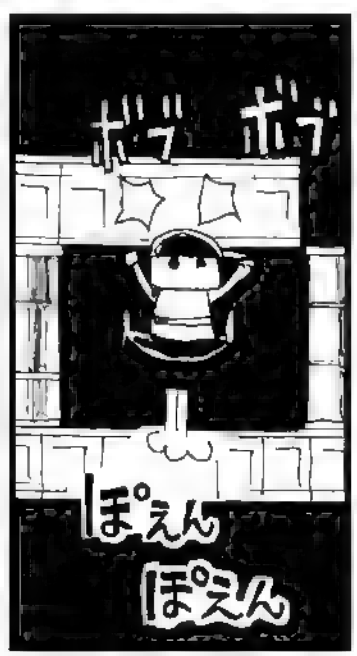
WHAT STAGE IS THIS?
I WASN'T PAYING ATTENTION FOR A BIT THERE, BUT IT'S GOTTEN QUITE A LOT HARDER, HUH...?
JUST STAGE 18.
THIS WON'T BE FUN...

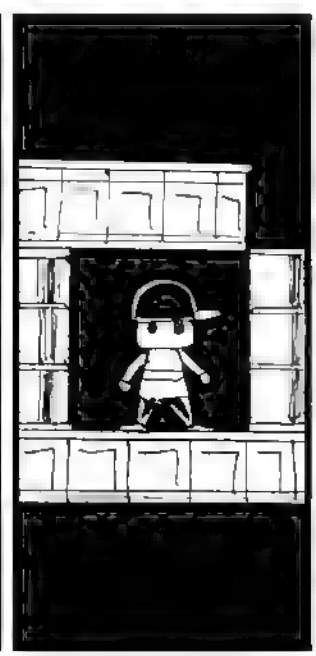
MM...


ドスン

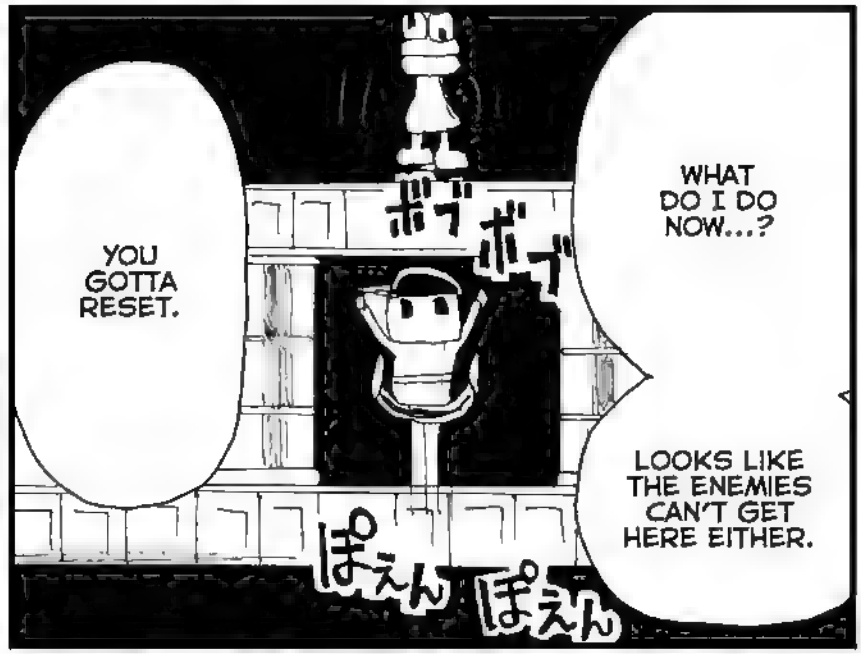

ブルーン

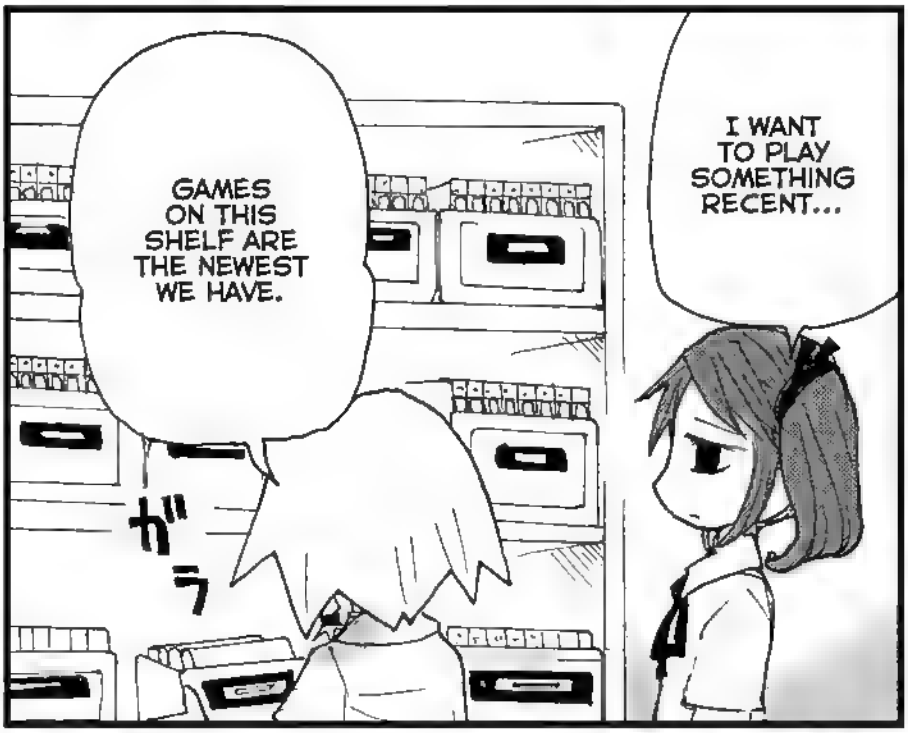

AM I STUCK ...?


ボヴ ボヴ
ぽえん
ぽえん



RE-SET...


YOU GOTTA RESET.
ボブ ボブ
WHAT DO I DO NOW...?
LOOKS LIKE THE ENEMIES CAN'T GET HERE EITHER.
ぽえん ぽえん

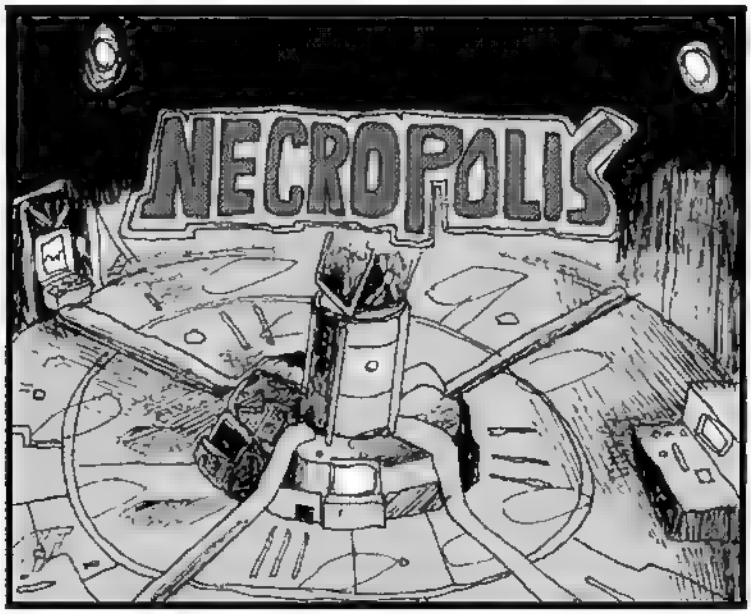

GAMES ON THIS SHELF ARE THE NEWEST WE HAVE.
I WANT TO PLAY SOMETHING RECENT...
ガラ

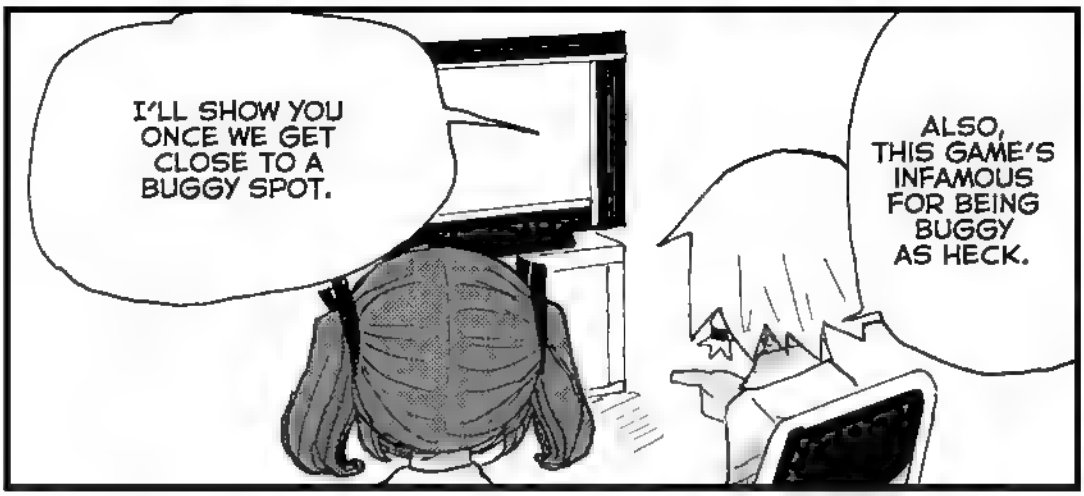
SURE.
HOW ABOUT WE PLAY SOME-THING ELSE?

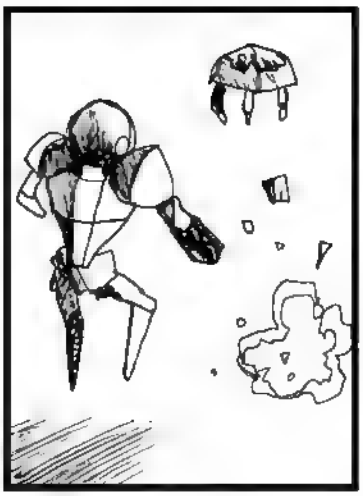
I DON'T KNOW WHICH ONE TO PICK.
THIS ONE'S FUN.

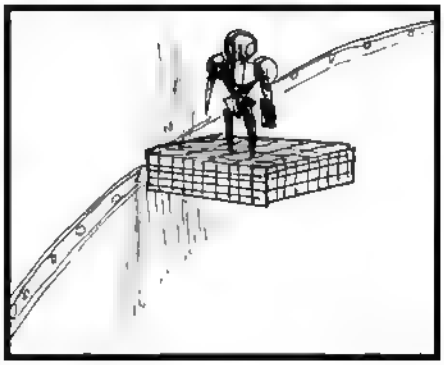
WELL, THEY'RE STILL PLENTY OLD, THOUGH.

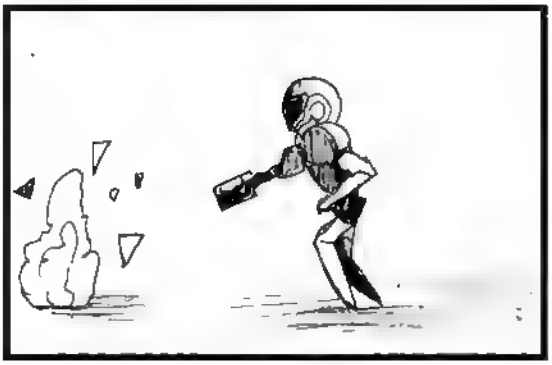
YOU CAN KILL THE ENEMIES IN THIS.


NECROPOLIS

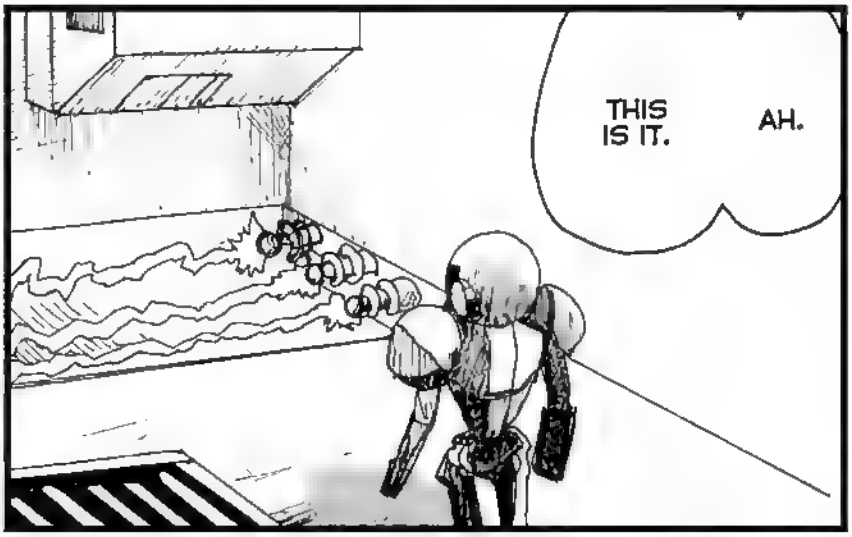

I'LL SHOW YOU ONCE WE GET CLOSE TO A BUGGY SPOT.
ALSO, THIS GAME'S INFAMOUS FOR BEING BUGGY AS HECK.

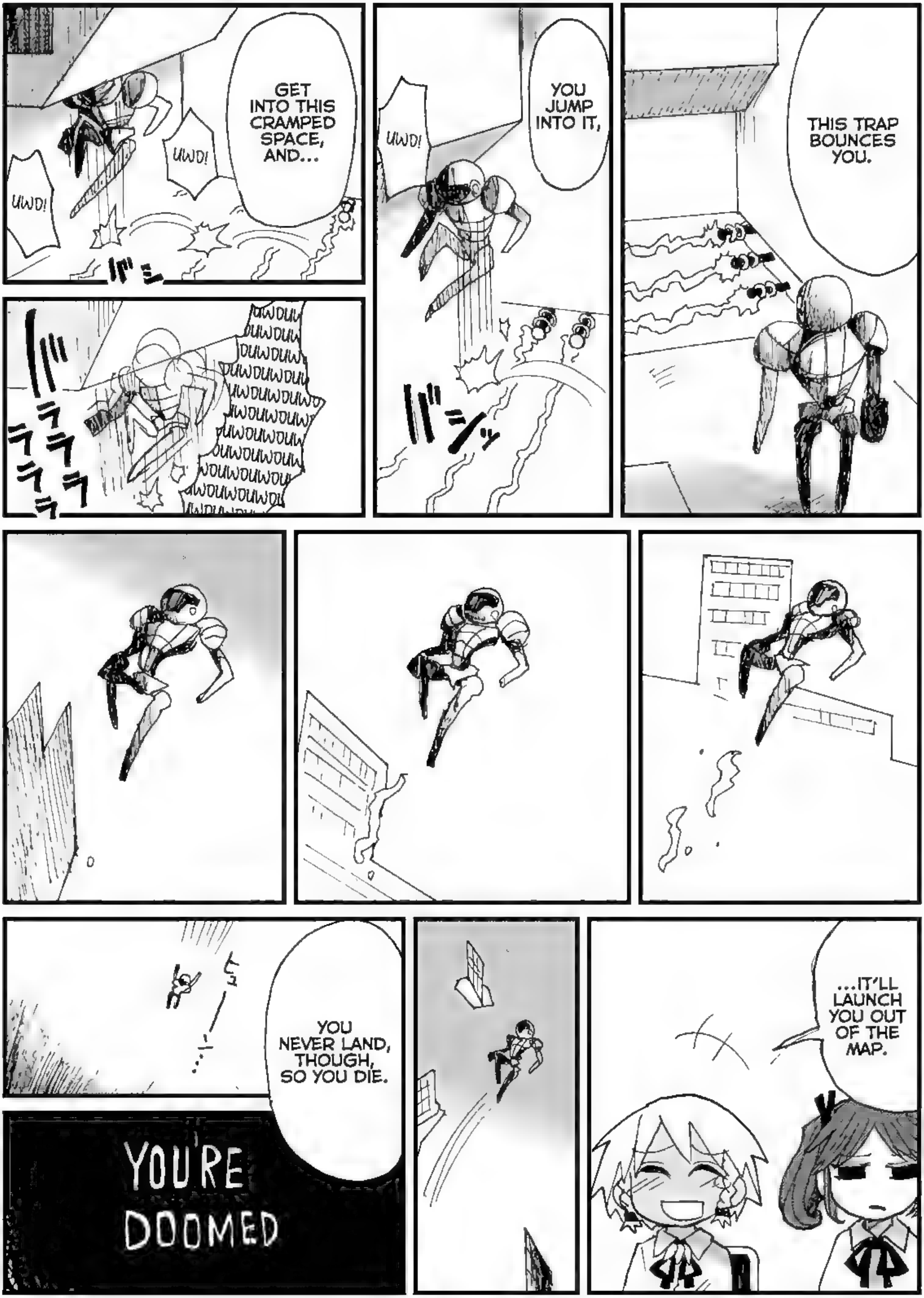


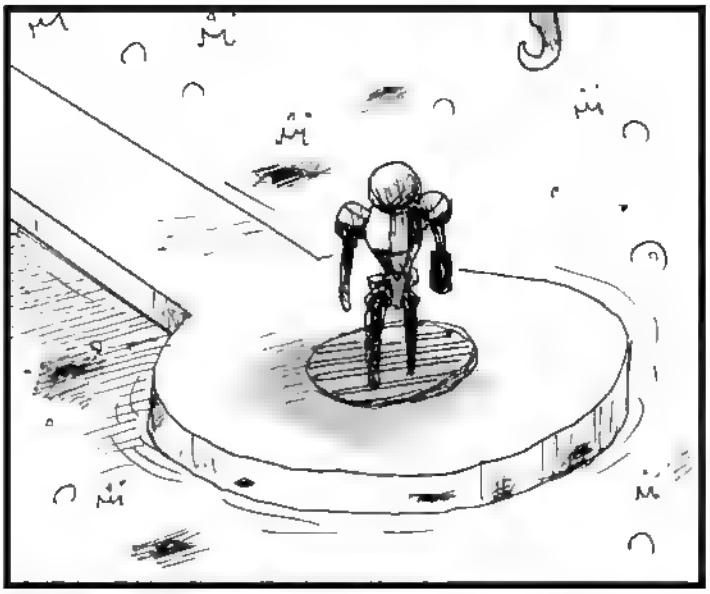


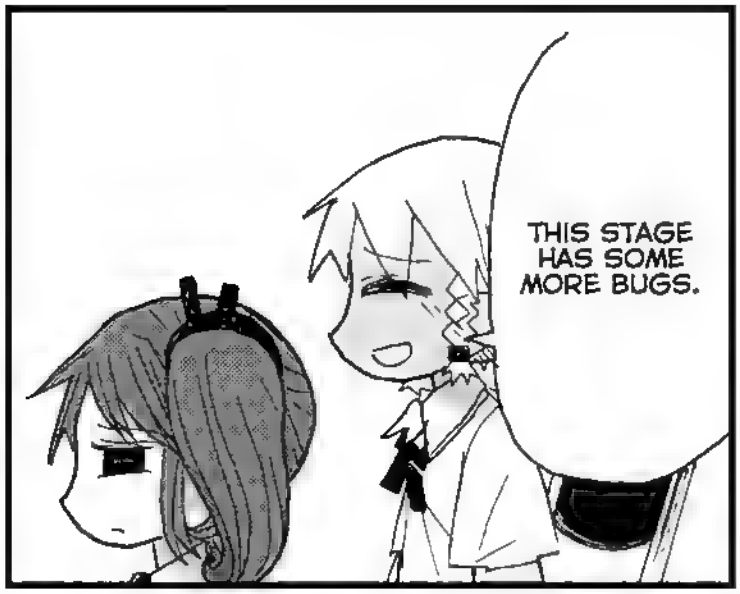


GIVE ME THE CONTROL-LER.

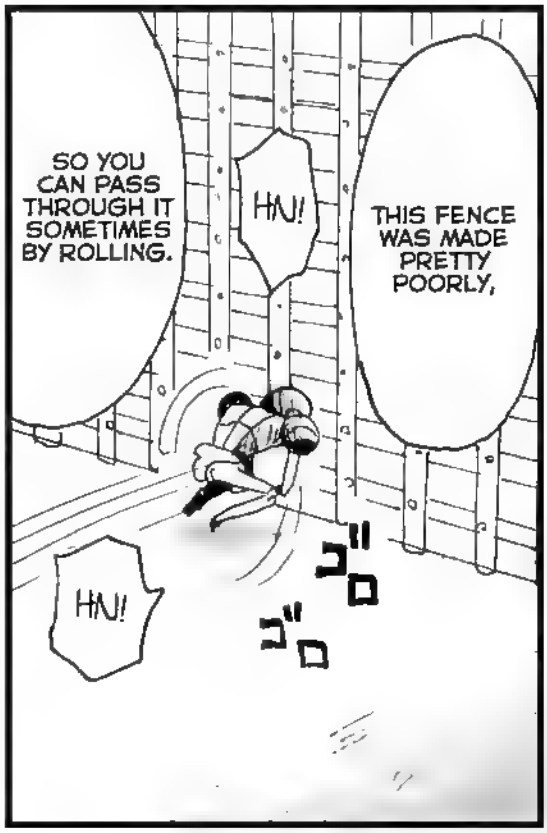

THIS IS IT.
AH.

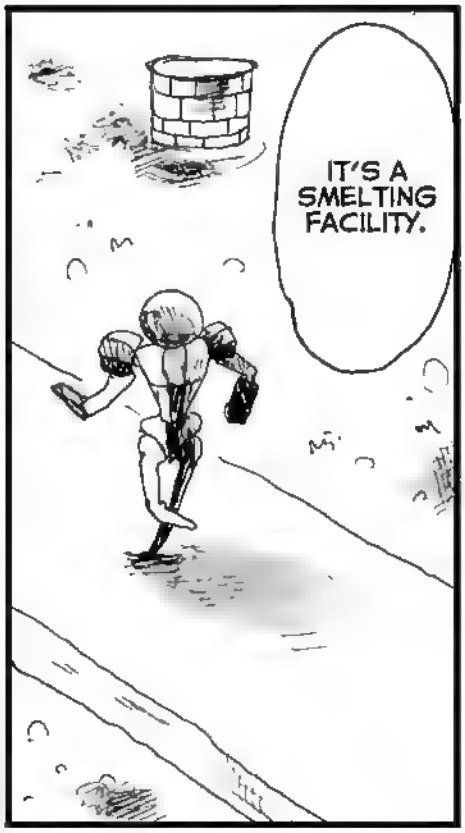

GET INTO THIS CRAMPED SPACE, AND...
UWD!
UWD!
ドッ
UWDUWDUWDUWDUWDUWDUWDUWDUWD
ドラララララ
YOU JUMP INTO IT,
UWD!
ドシッ
THIS TRAP BOUNCES YOU.
YOU NEVER LAND, THOUGH, SO YOU DIE.
YOU'RE DOOMED
...IT'LL LAUNCH YOU OUT OF THE MAP.

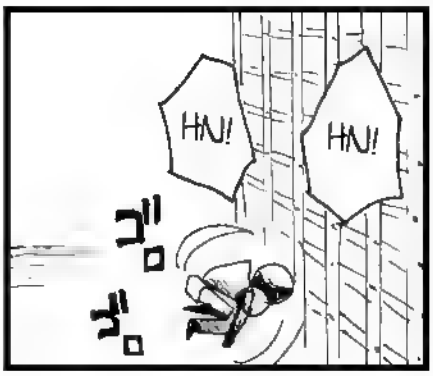



THIS STAGE HAS SOME MORE BUGS.

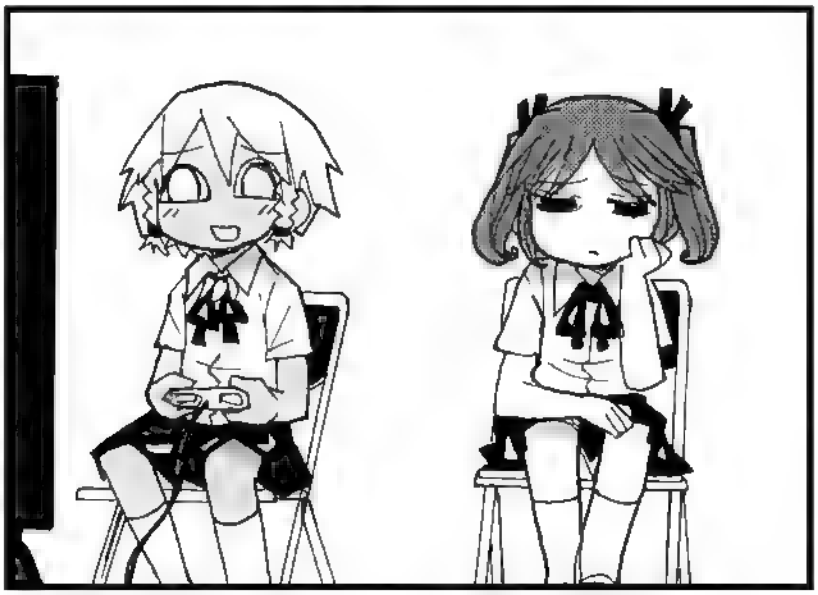
HN!
HN!


SO YOU CAN PASS THROUGH IT SOMETIMES BY ROLLING.
HN!
THIS FENCE WAS MADE PRETTY POORLY,
HN!


IT'S A SMELTING FACILITY.

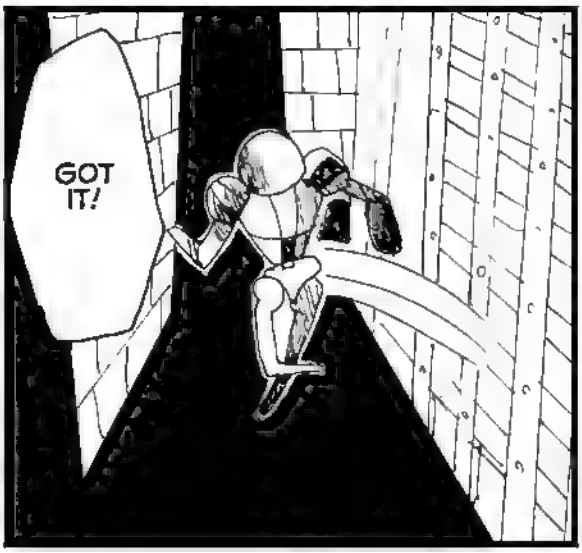

HN!
HN!

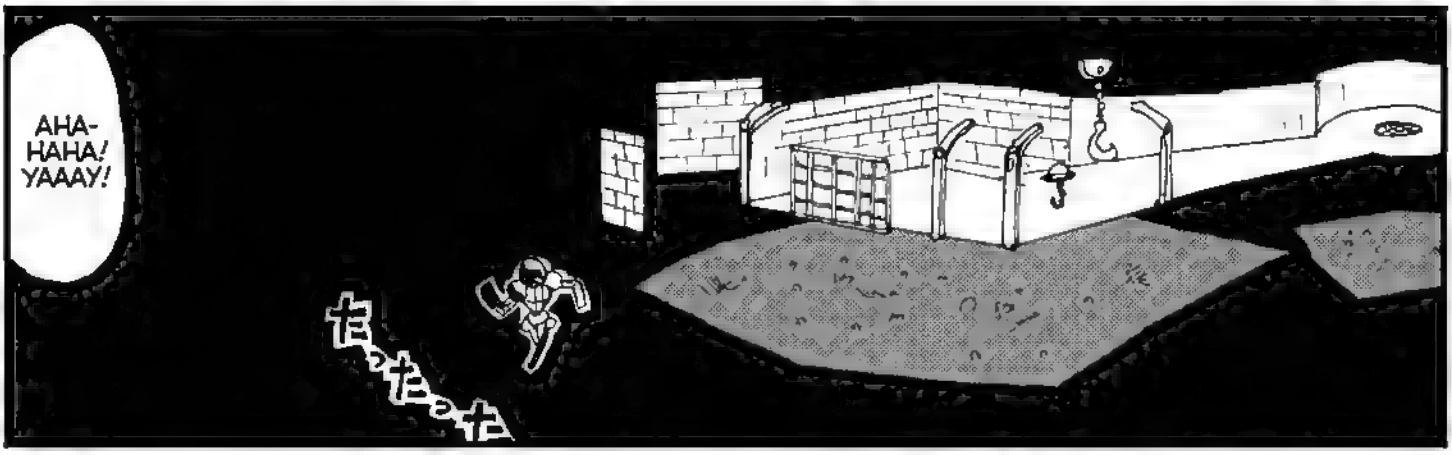
HUH?
...NOT YET?



AH!

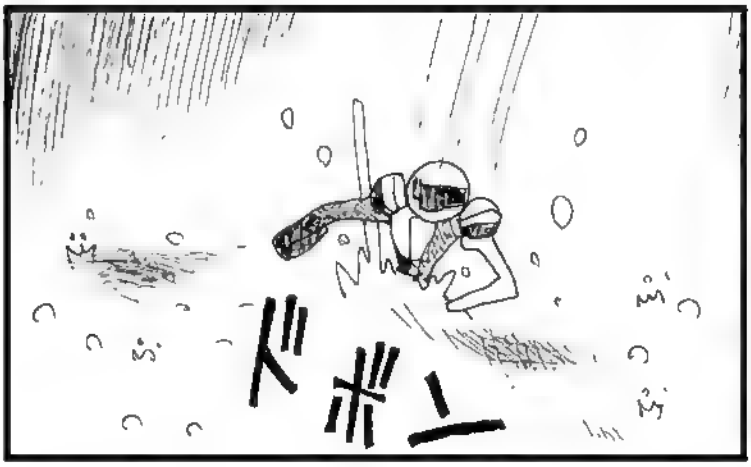
ぴゅーん
ぴゅーん
ぴゅーん

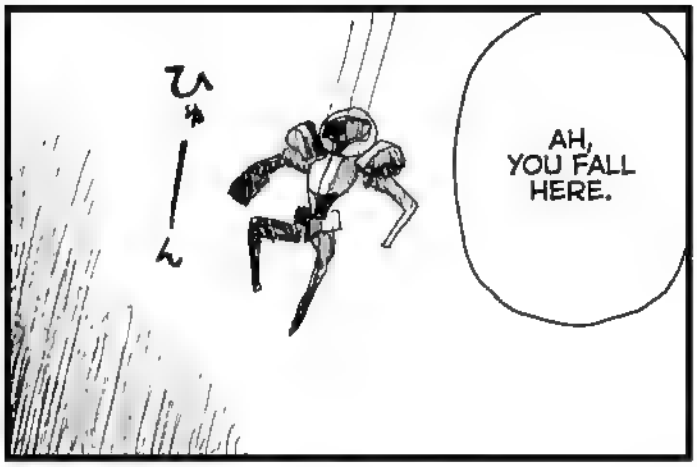

GOT IT!

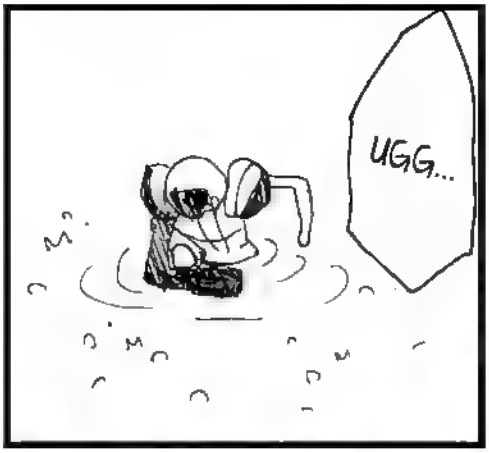

AHA-HAHA! YAAAY!
たったった

SO, RESET?
WELL, YEAH.

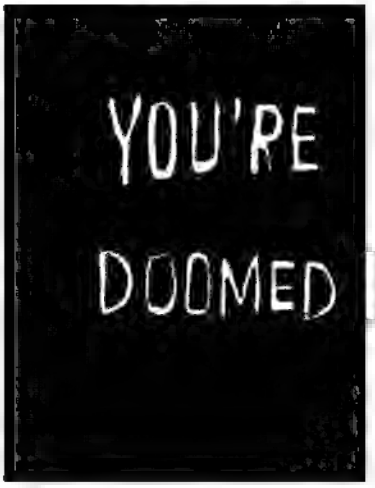
...HEY, HOW DO YOU GO BACK?
HUH? YOU CAN'T.


ドボン


ひゅーん
AH, YOU FALL HERE.


UGG...

GWA!
GWA!

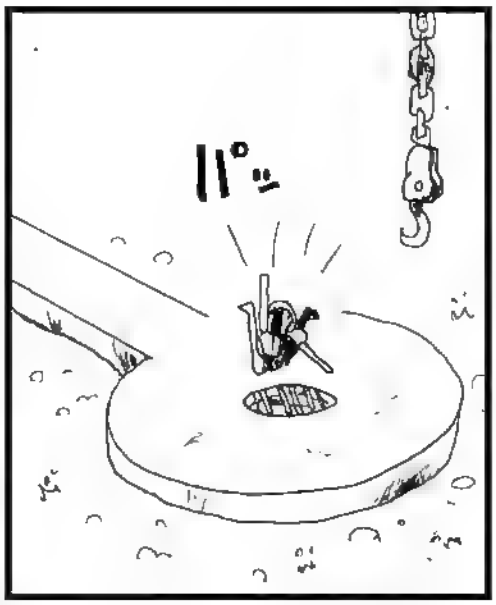

YOU'RE DOOMED

ヒューン

グニャ
グニャ

YOU'RE DOOMED

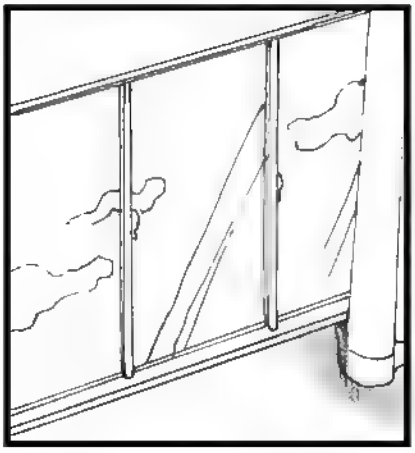
グニャ...
グニャ...


ピン

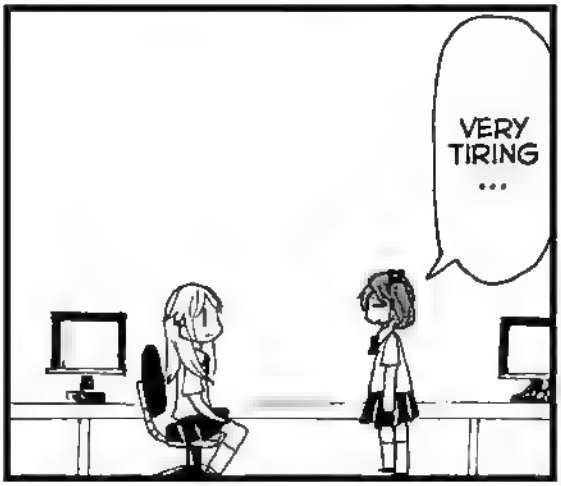
AHAHAHAHA

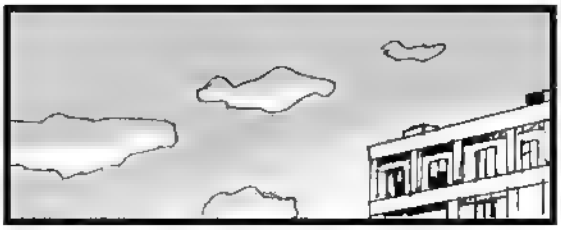
キャッ キャ
WHY TWICE?

AHH... THAT WAS HILA-RIOUS...
THERE'S AN EVEN WORSE BUG AFTER THIS...



BUT IT'S PRETTY HARD TO TRIGGER...
GEEZ. DO WHATEVER YOU WANT...


VERY TIRING ...



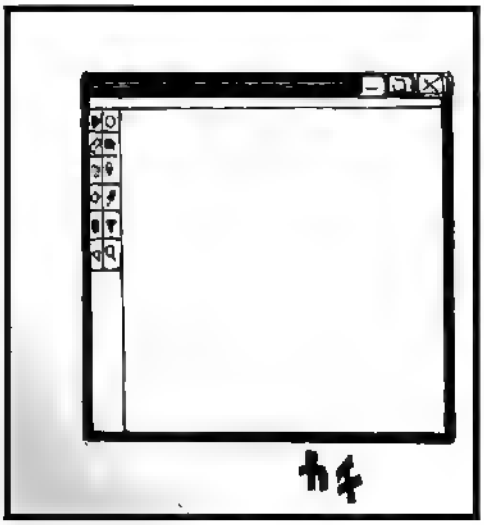
AH, MORISHITA-CHAN. HOW WAS IT?

ガラ...

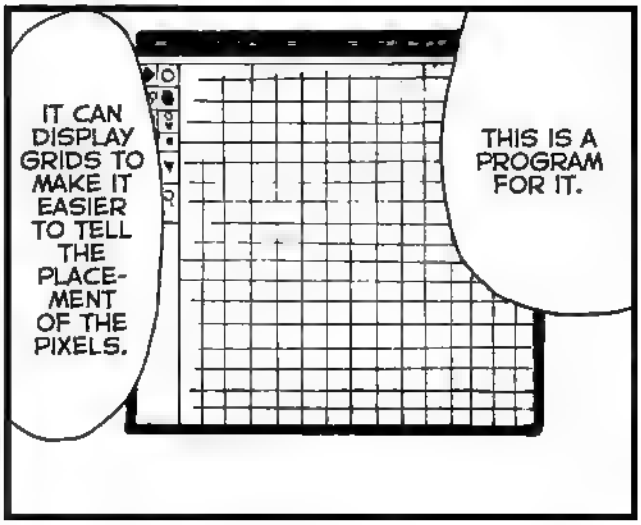
GAME CLUB ⑥

GAZING INTO DARKNESS

LET'S DRAW PIXEL ART.



WELL, WE CAN TURN IT OFF FOR NOW.


IT CAN DISPLAY GRIDS TO MAKE IT EASIER TO TELL THE PLACE-MENT OF THE PIXELS.
THIS IS A PROGRAM FOR IT.

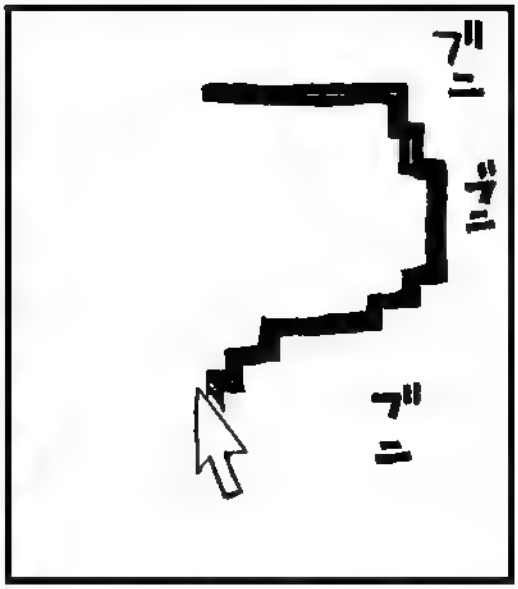
DON'T WORRY. IF YOU CAN DRAW NORMALLY, YOU CAN DRAW THIS TOO.

MOU-SE, HUH ...?
...USE THE MOUSE.

LET'S START RIGHT AWAY.

ブニ
ブニ

THIS IS HARD...


ブニ
ブニ
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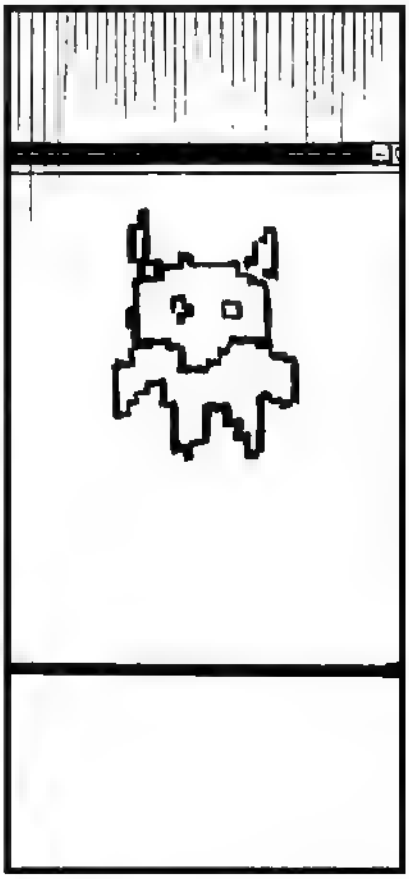
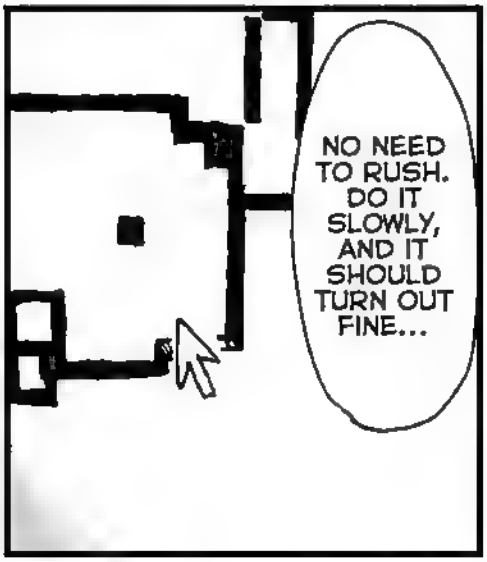
WHICH ONE'S THE ERASER?
THAT.
SURE.
...CAN I REDO THIS?

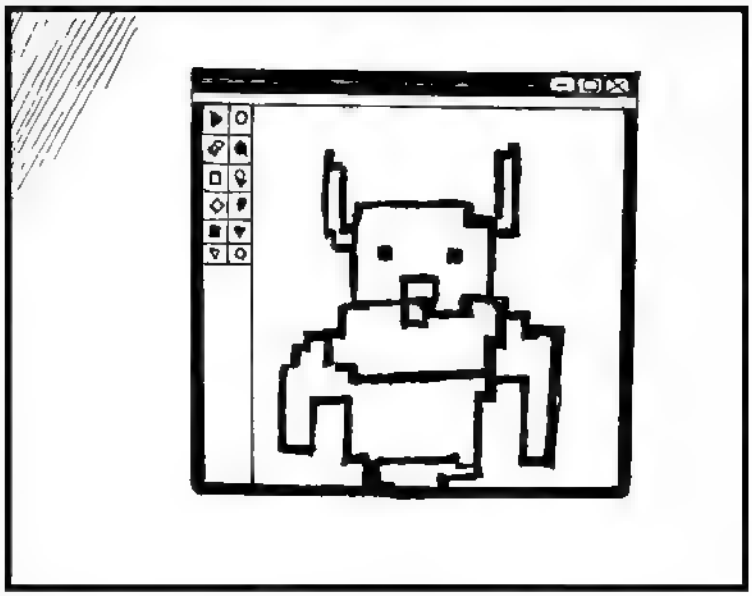


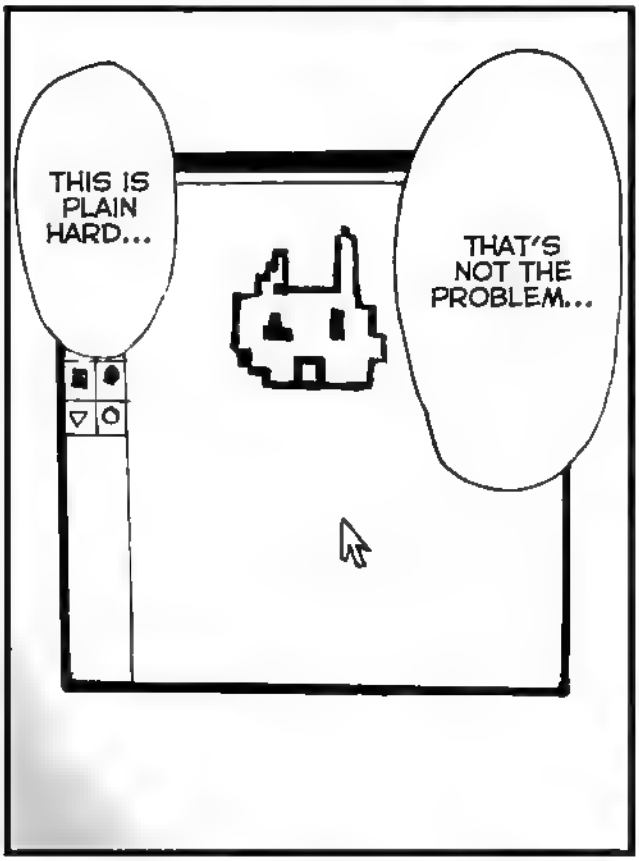

NO NEED TO RUSH. DO IT SLOWLY, AND IT SHOULD TURN OUT FINE...

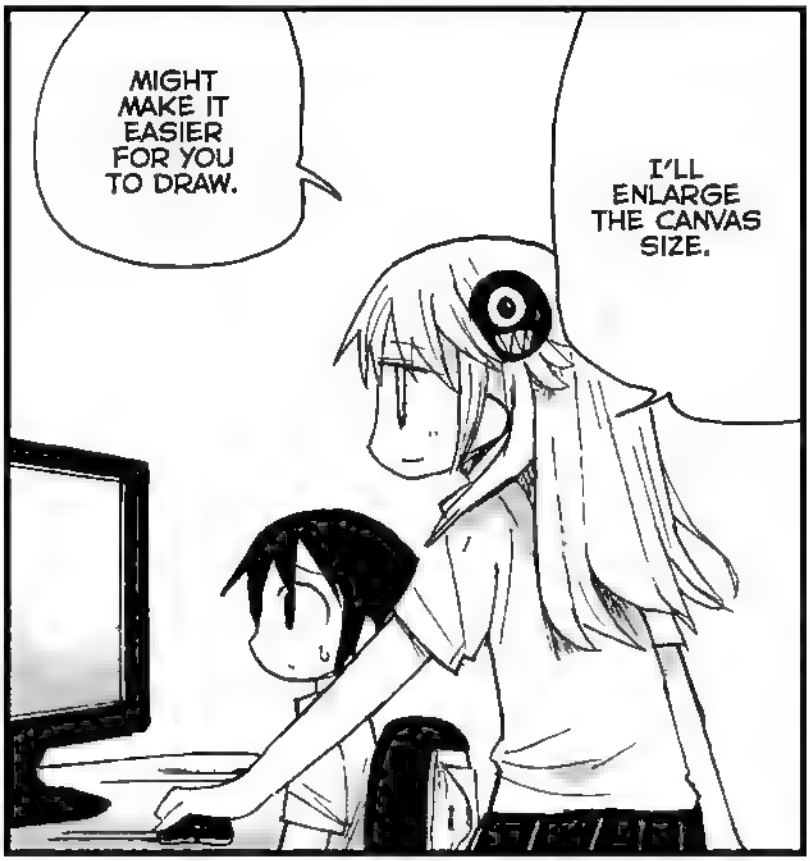
ALRIGHT... THERE'S NOT MUCH SPACE.

グシ
グシ...

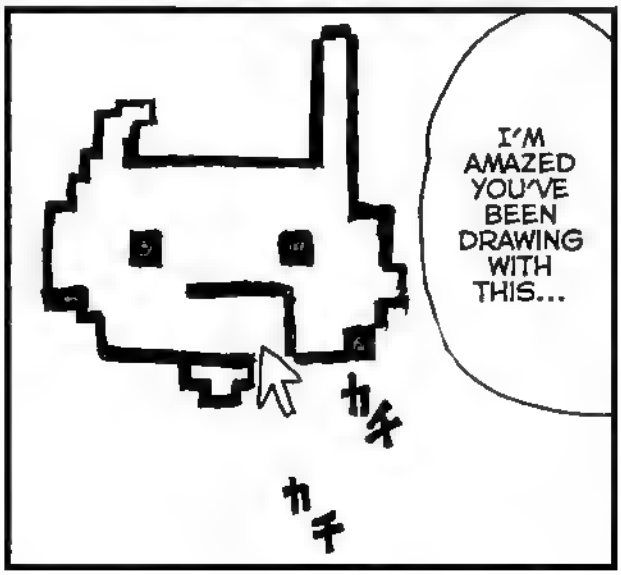
I RAN OUT OF SPACE FOR THE LEGS...
HA HA HA...




THIS IS PLAIN HARD...
THAT'S NOT THE PROBLEM...


MIGHT MAKE IT EASIER FOR YOU TO DRAW.
I'LL ENLARGE THE CANVAS SIZE.

REALLY?
YEAH.
IT DOESN'T HAVE TO BE PERFECT. JUST TAKE IT EASY.


I'M AMAZED YOU'VE BEEN DRAWING WITH THIS...
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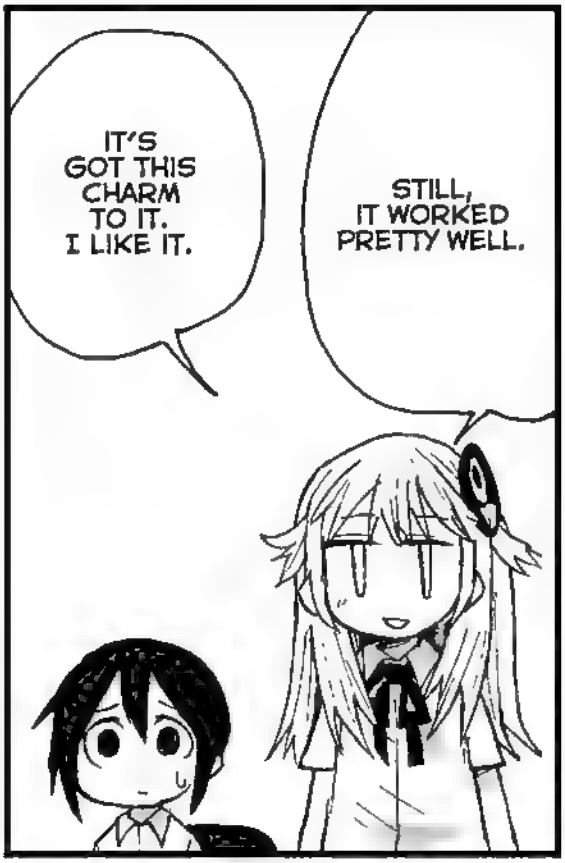
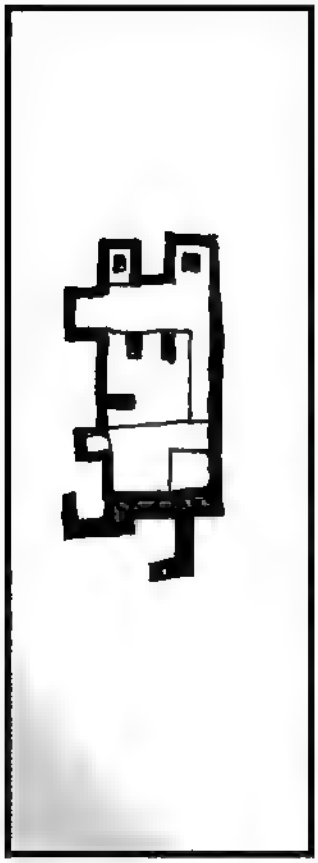
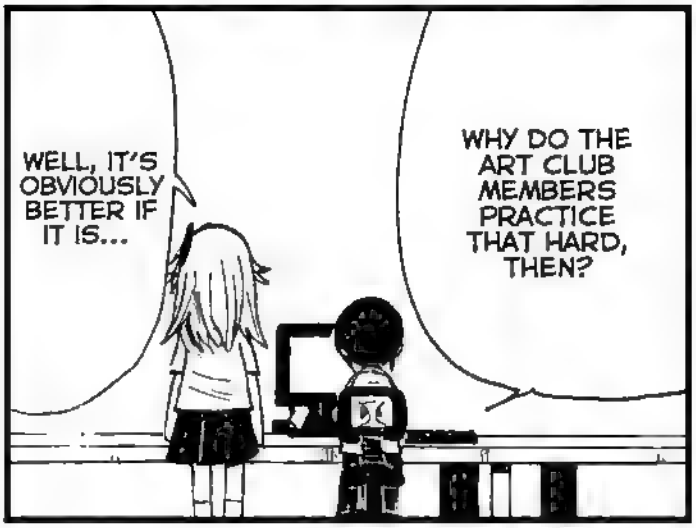
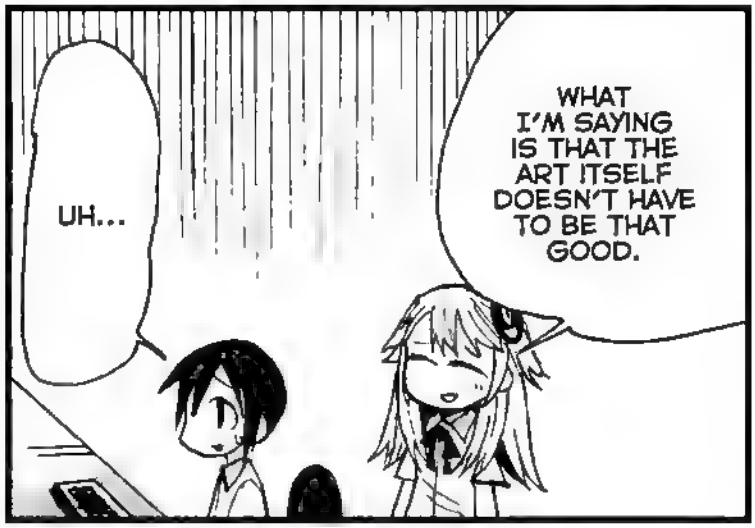
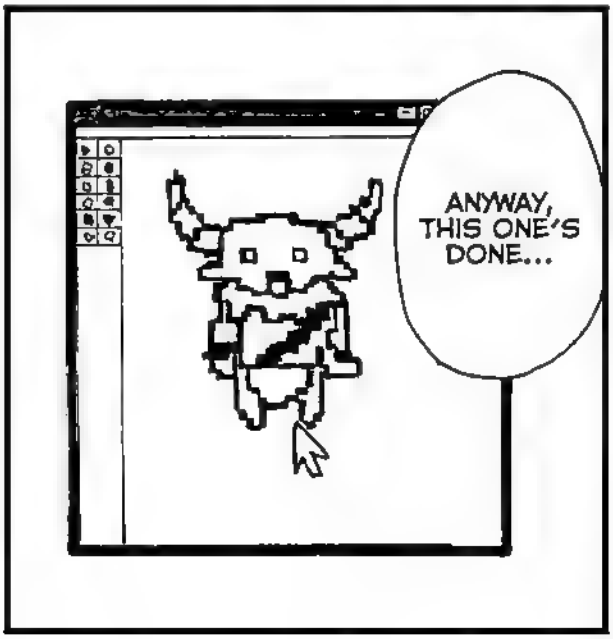

IT'S GOT THIS CHARM TO IT. I LIKE IT.
STILL, IT WORKED PRETTY WELL.

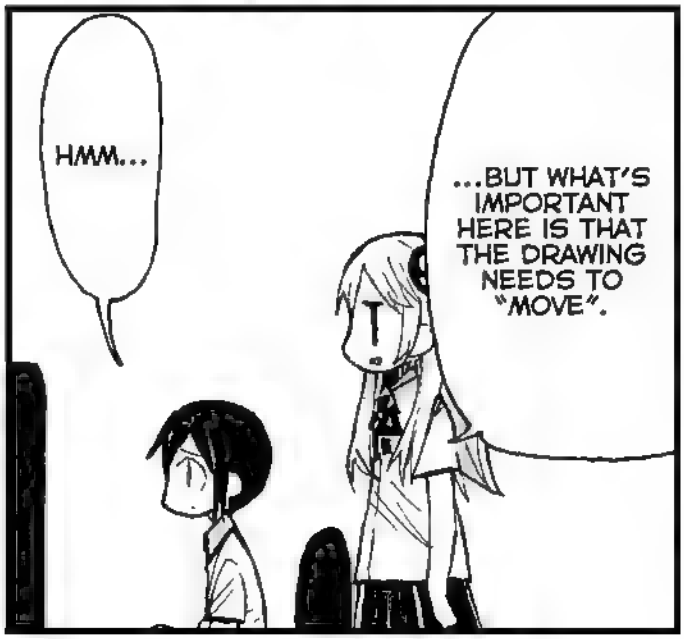


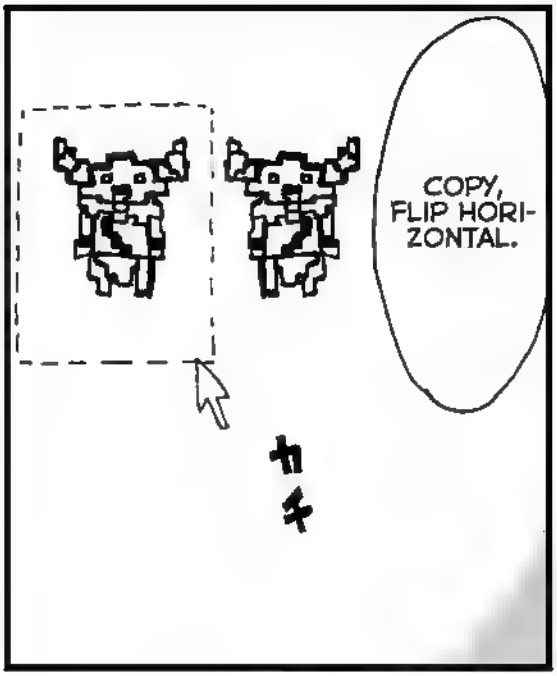
IT WAS TERRIBLE.
BESHIKO DREW SOMETHING WE CALL THE "BESHIKO-DUDE".


WELL, IT'S OBVIOUSLY BETTER IF IT IS...
WHY DO THE ART CLUB MEMBERS PRACTICE THAT HARD, THEN?


UH...
WHAT I'M SAYING IS THAT THE ART ITSELF DOESN'T HAVE TO BE THAT GOOD.


ANYWAY, THIS ONE'S DONE...


HMM...
...BUT WHAT'S IMPORTANT HERE IS THAT THE DRAWING NEEDS TO "MOVE".


COPY, FLIP HORI-ZONTAL.
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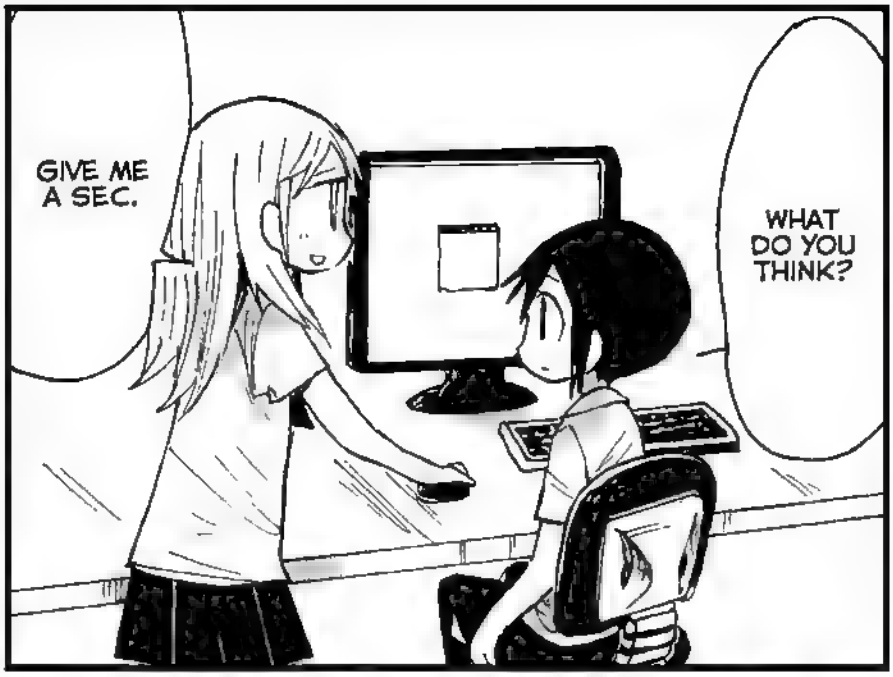
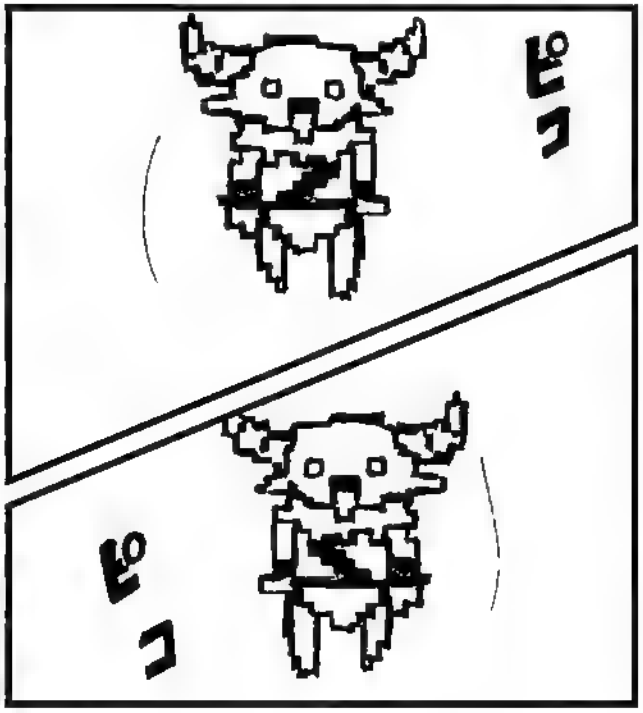

GIVE ME A SEC.
WHAT DO YOU THINK?

IT LOOKS LIKE IT'S WALK-ING!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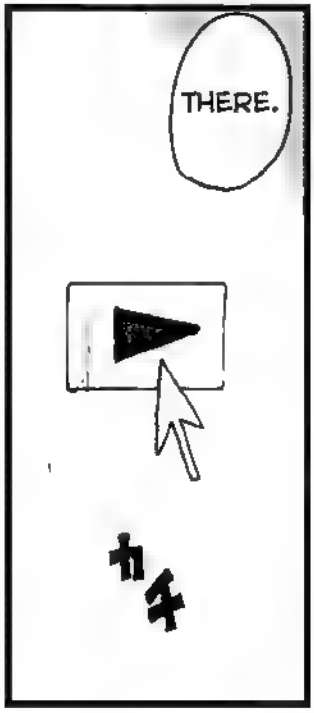
THERE.
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JUST ERASE THE FACE, AND IT'LL LOOK LIKE IT'S TURNED AROUND.
IT'S SIMPLE.
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LET'S MAKE ITS BACK NOW.
THAT'S AWESOME. I DIDN'T EVEN DO ANYTHING.

IT JUST LOOKS LIKE ITS FACE EVAPO-RATED NOW.
...YEAH.
...ISN'T THIS PUSHING IT?

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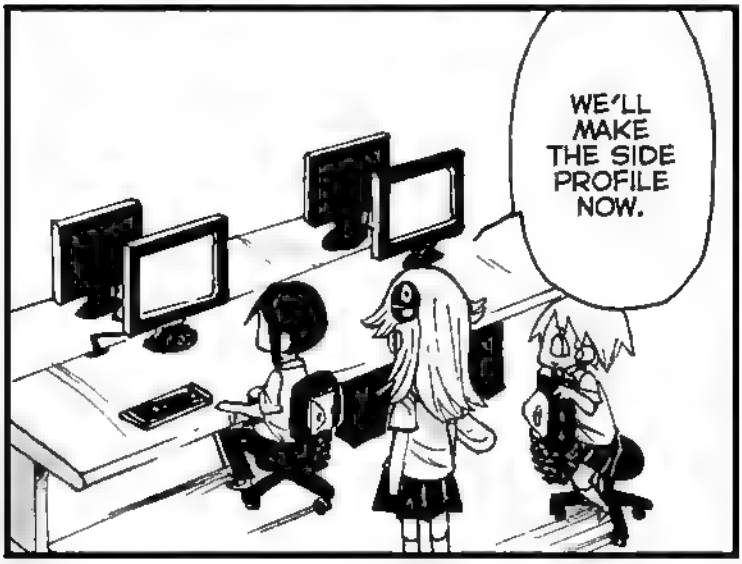
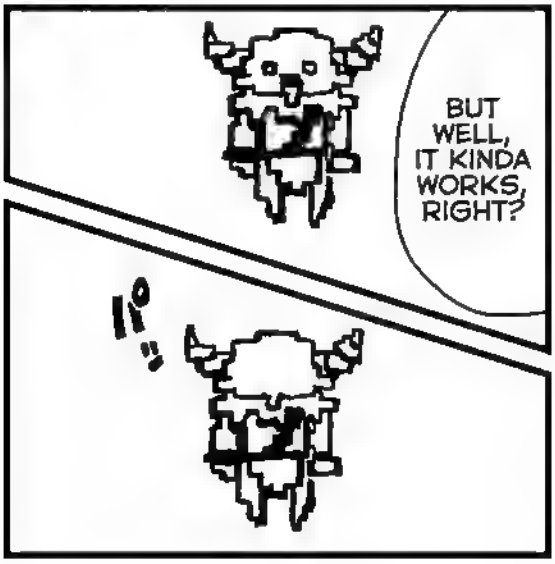
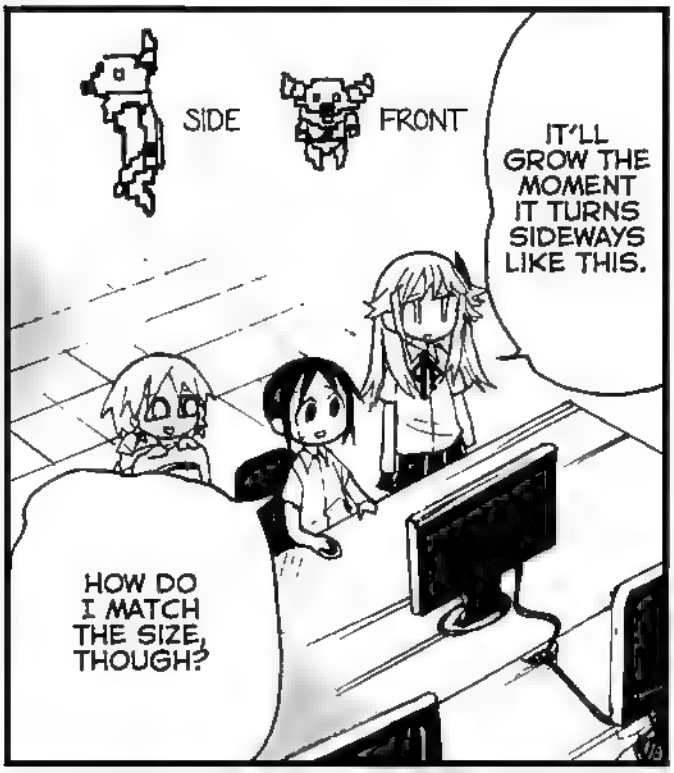
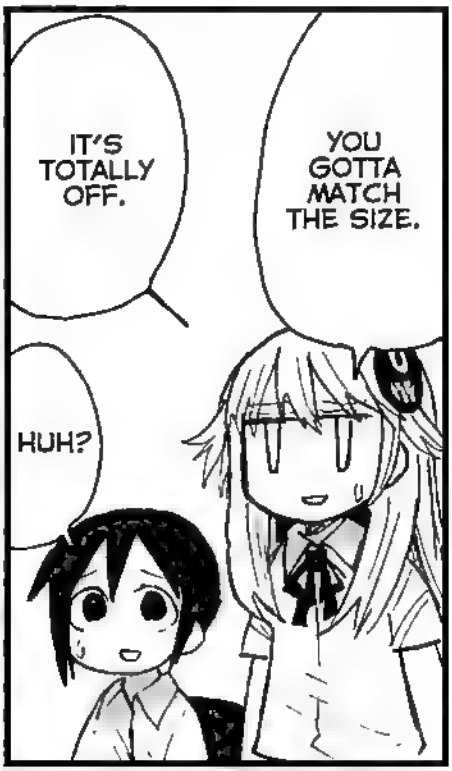
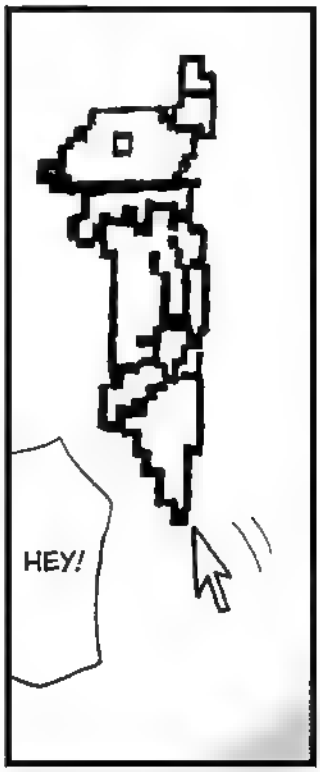

WE'LL MAKE THE SIDE PROFILE NOW.


BUT WELL, IT KINDA WORKS, RIGHT?


SIDE
FRONT
IT'LL GROW THE MOMENT IT TURNS SIDEWAYS LIKE THIS.
HOW DO I MATCH THE SIZE, THOUGH?


IT'S TOTALLY OFF.
YOU GOTTA MATCH THE SIZE.
HUH?


HEY!

IT'LL LOOK RIDICULOUS.

AS IF...

...BY THE WAY, WILL IT LOOK LIKE IT'S WALKING JUST BY FLIPPING THIS HORIZONTALLY TOO?

SHOW THE GRIDS AND DRAW BESIDE IT.

AH.

THAT'S THE PLAYER CHA-RACTER FINISHED, THEN.

DONE.

MOVE ITS LIMBS BACK AND FORTH.

YOU NEED TO DRAW THE MOVE-MENTS FOR THIS.

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LET'S TRY MOVING IT.

THERE YOU HAVE IT.

YAAAY, IT'S MOVING.

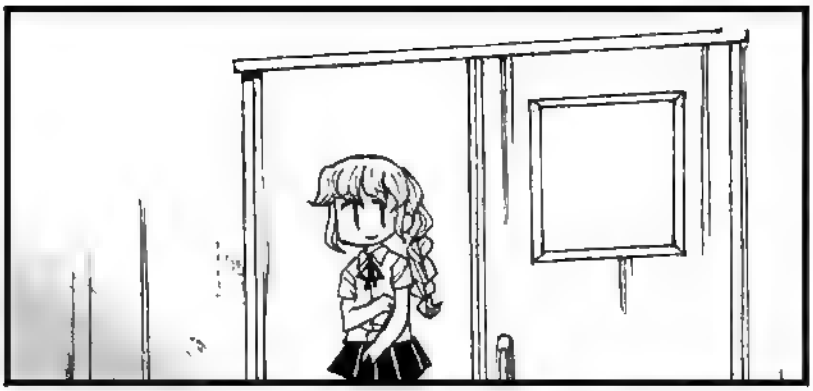
SURE...

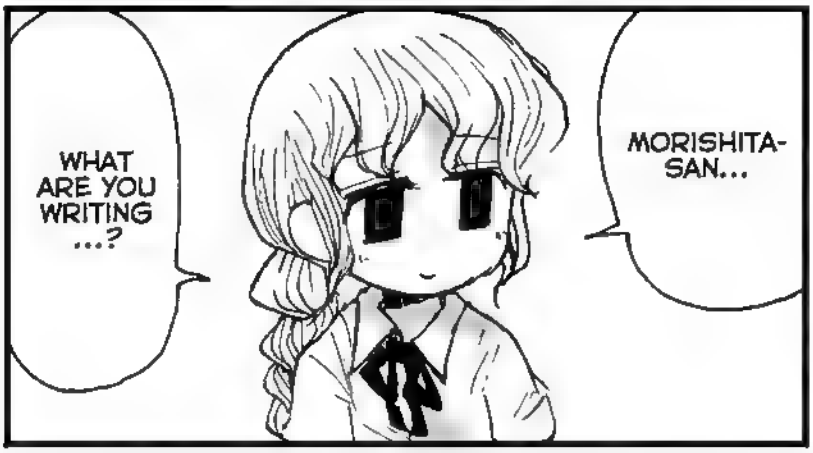
DO YOU MIND IF I POLISH THIS SOME MORE?

YEAH. IT'S SO LIVELY...

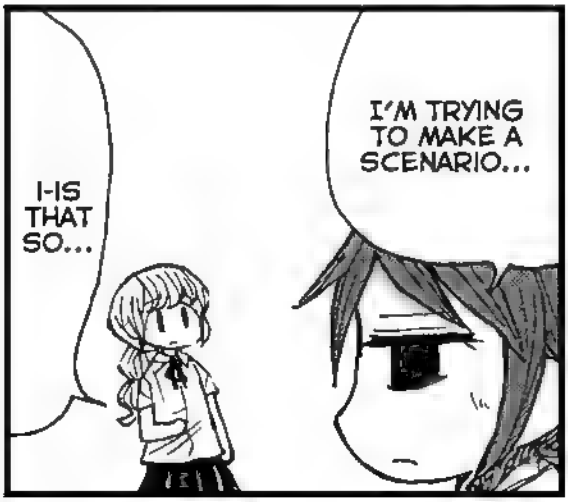
SEE? IT'S NOT PERFECT, BUT IT'S CHARMING.

THE NEXT DAY




MORISHITA-SAN...
WHAT ARE YOU WRITING ...?

DESOLATE HIDDEN VILLAGE
ABANDON FAMILY
RUN
RIOT
WIDESPREAD INJUSTICE


I'M TRYING TO MAKE A SCENARIO...
I-IS THAT SO...

S-SORRY...
IT'S PROBABLY BETTER IF YOU DON'T LOOK.

YAAAY! GREAT JOB!
THIS IS WHAT I CAME UP WITH.

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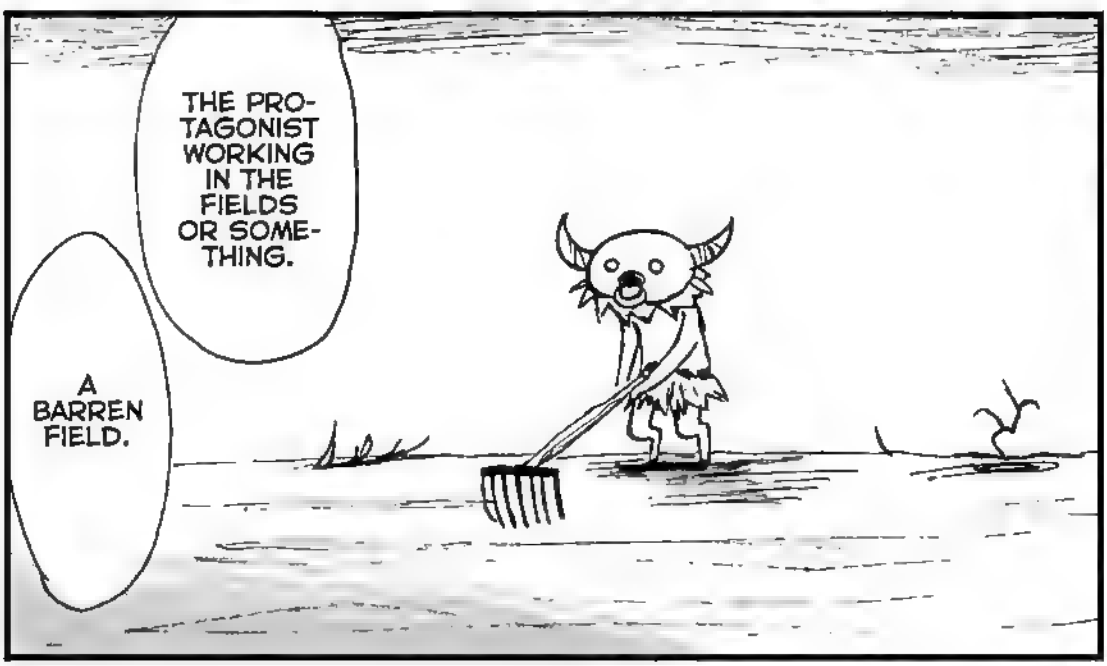
AHAHA.
THERE'S NOTHING GREAT ABOUT IT... SOMEONE IN MY CLASS SAW IT AND GOT SCARED...

THIS IS NICE!
I WANT TO MAKE SOMETHING LIKE THIS...

PEOPLE WITH PENT-UP ANGER
VILLAGE FULL OF INJUSTICE
FUELED BY RAGE, DEFEATS EVIL
BUT NOTHING CHANGES

I DIDN'T REALLY PUT MY SADNESS OR WHATEVER IN THERE, THOUGH.
LET'S GO WITH THIS! I CAN FEEL YOUR SADNESS OOZING OUT OF THIS TOO...

NICE!


THE PROTAGONIST WORKING IN THE FIELDS OR SOMETHING.
A BARREN FIELD.

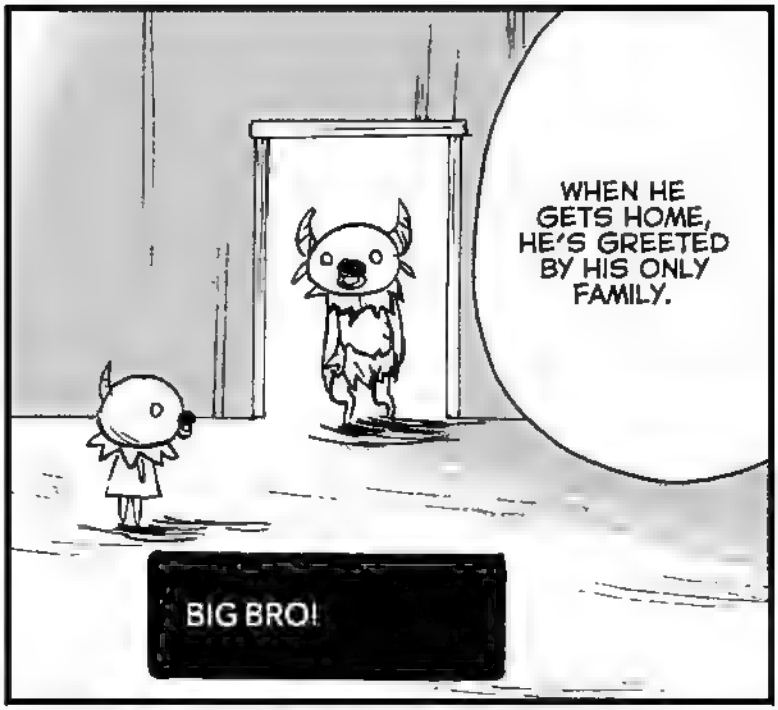
IT STARTS WITH...

PRESS Ⓑ TO DISCARD RAKE

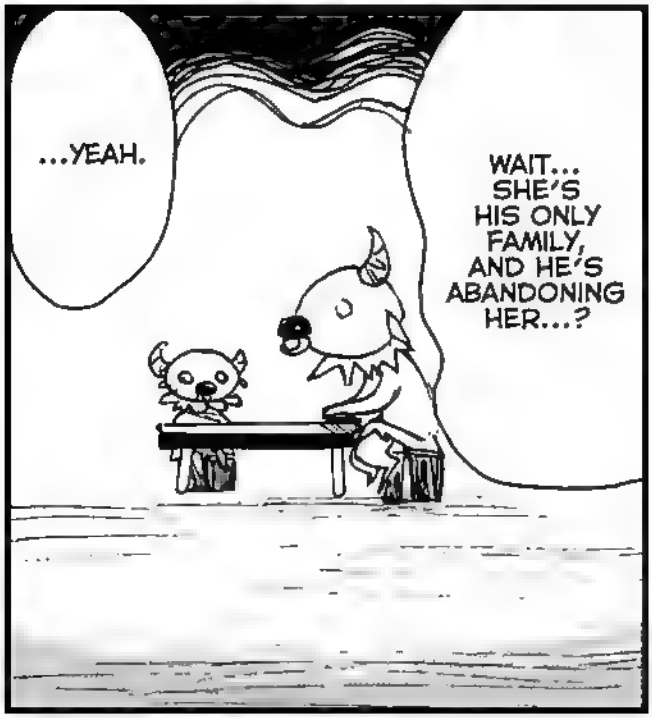
EVENTUALLY, HE THROWS AWAY HIS RAKE...

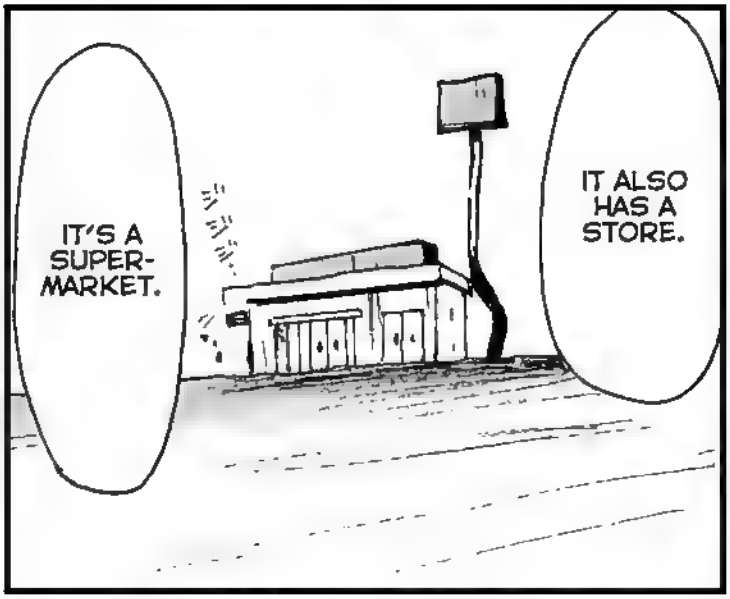
IT'S AT THE BULLS' HIDDEN VILLAGE.

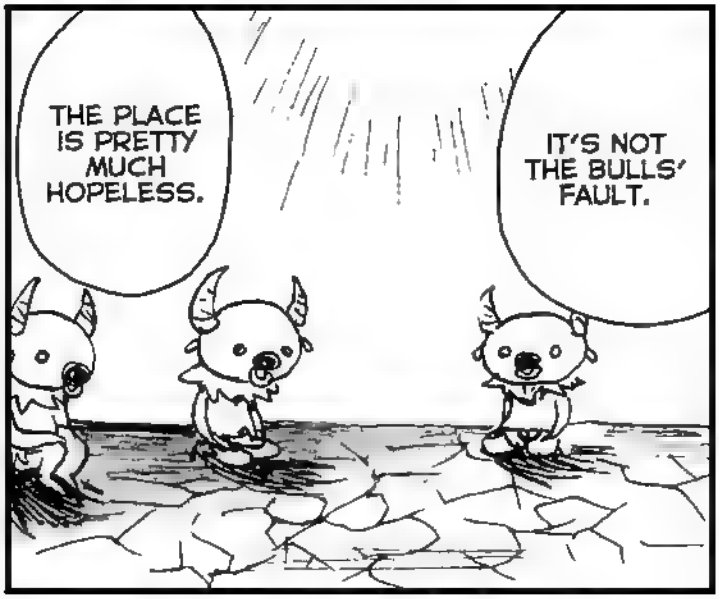
SHE'S HIS DEAD BROTHER'S DAUGHTER OR SOMETHING.
WELL, I SAY FAMILY, BUT SHE'S NOT HIS SISTER.

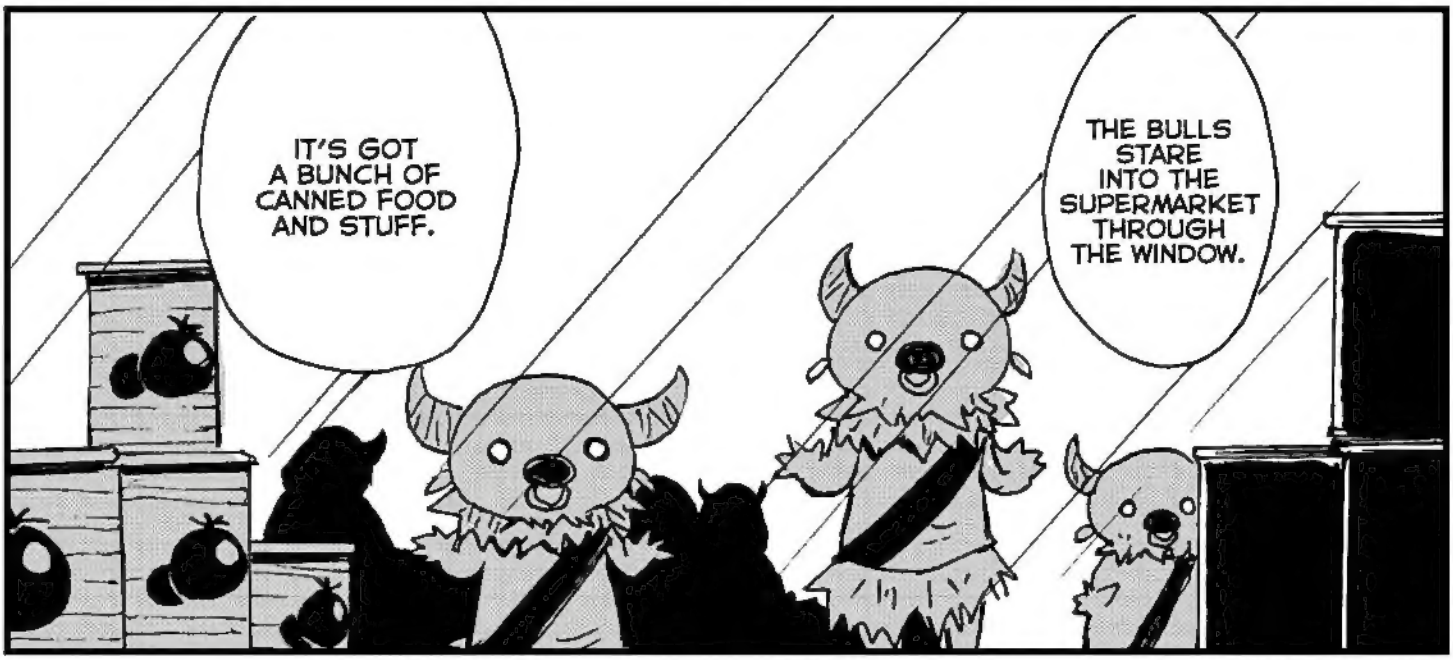

WHEN HE GETS HOME, HE'S GREETED BY HIS ONLY FAMILY.
BIG BRO!

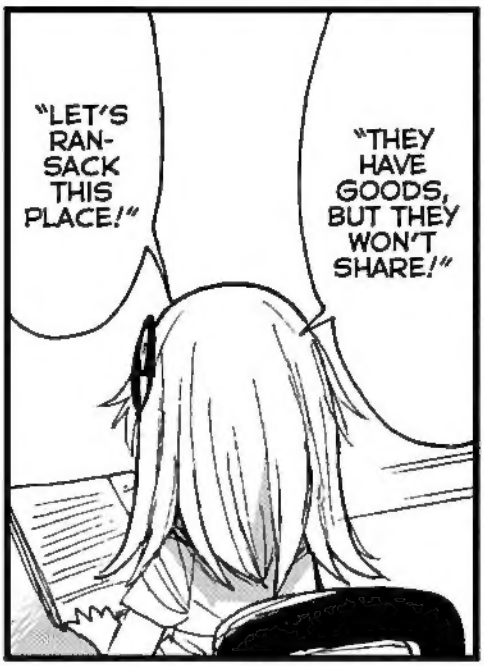
IT'S A BAD PLACE FOR FARMWORK, AFTER ALL.
THE VILLAGE IS FULL OF UNEMPLOYED BULLS.
IT'S COMPLETELY BARREN.

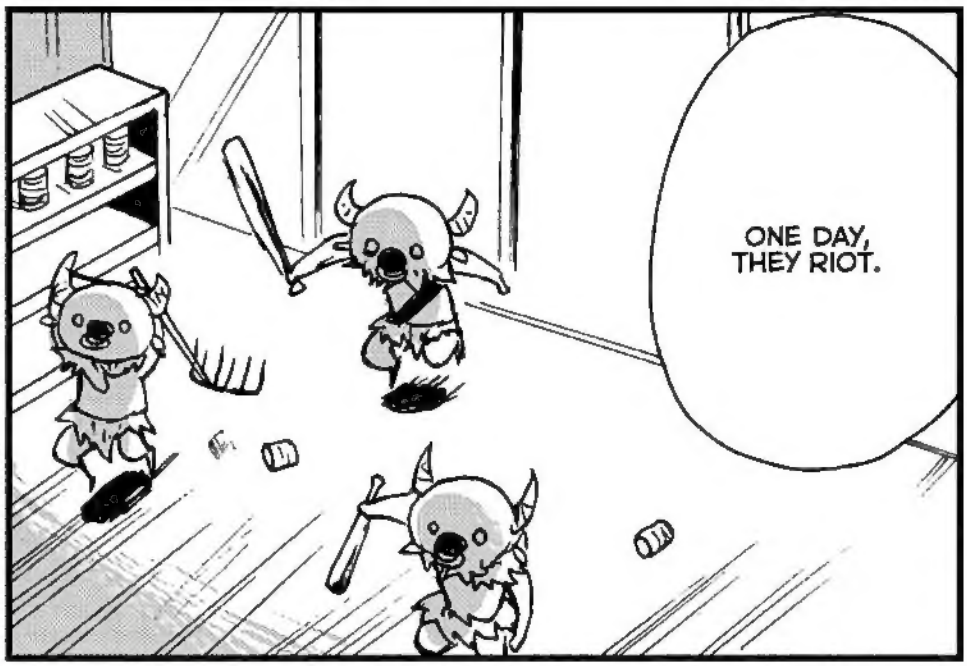

...YEAH.
WAIT... SHE'S HIS ONLY FAMILY, AND HE'S ABANDONING HER...?


IT'S A SUPERMARKET.
IT ALSO HAS A STORE.

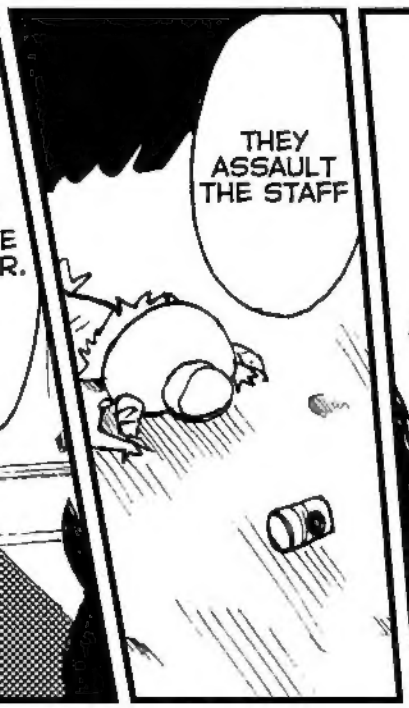

THE PLACE IS PRETTY MUCH HOPELESS.
IT'S NOT THE BULLS' FAULT.


IT'S GOT A BUNCH OF CANNED FOOD AND STUFF.
THE BULLS STARE INTO THE SUPERMARKET THROUGH THE WINDOW.

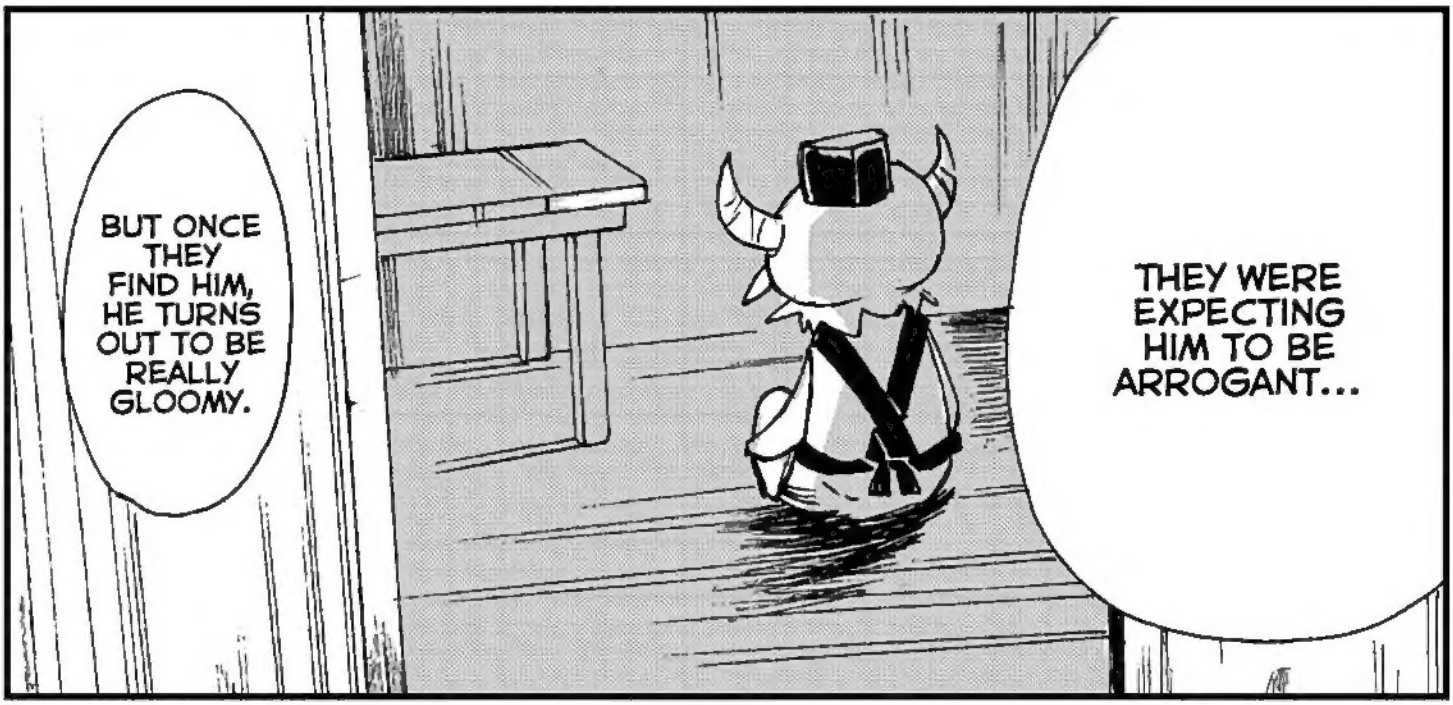

"LET'S RAN-SACK THIS PLACE!"
"THEY HAVE GOODS, BUT THEY WON'T SHARE!"


ONE DAY, THEY RIOT.

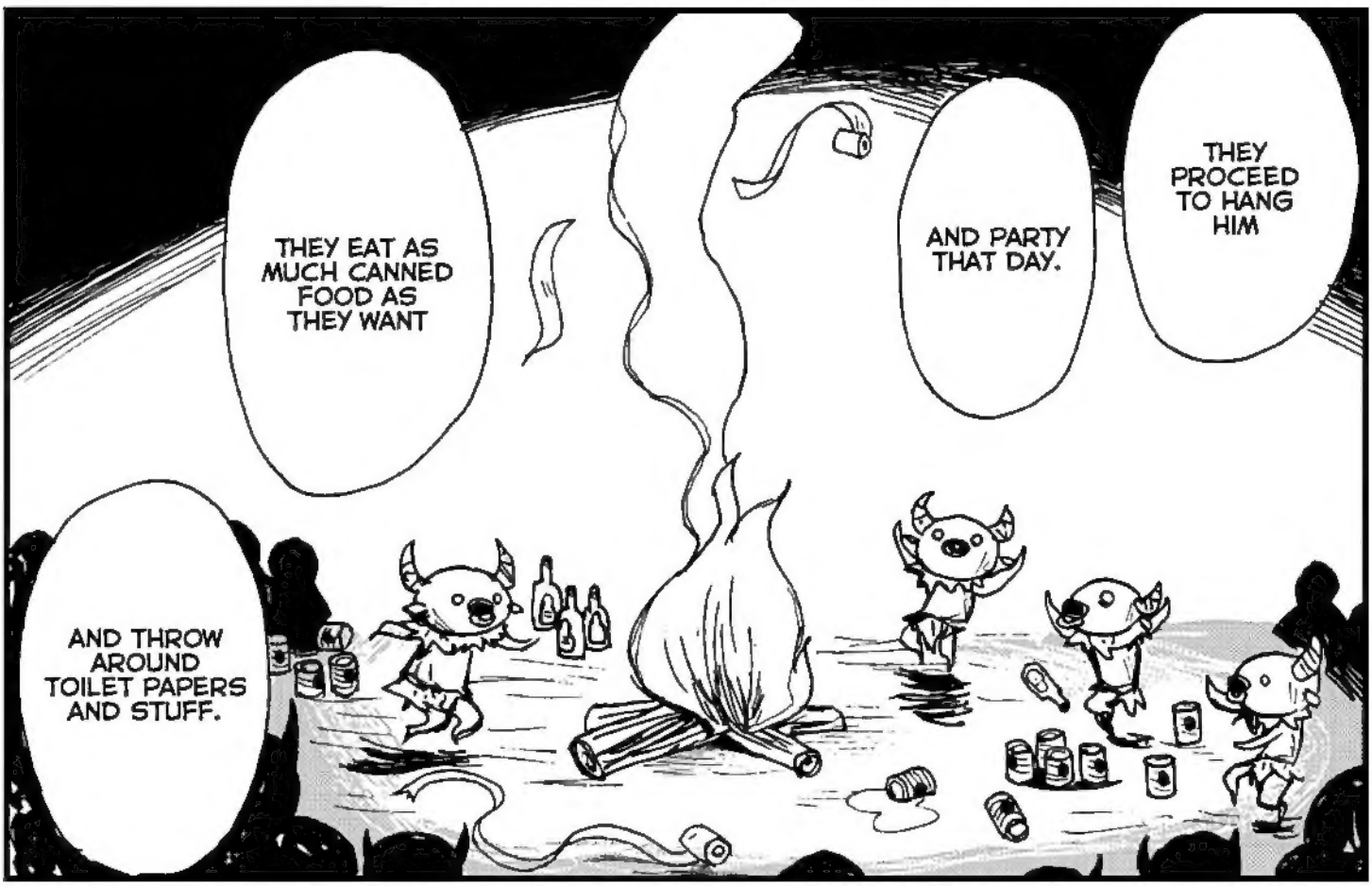
AND LOOK FOR THE MANAGER.

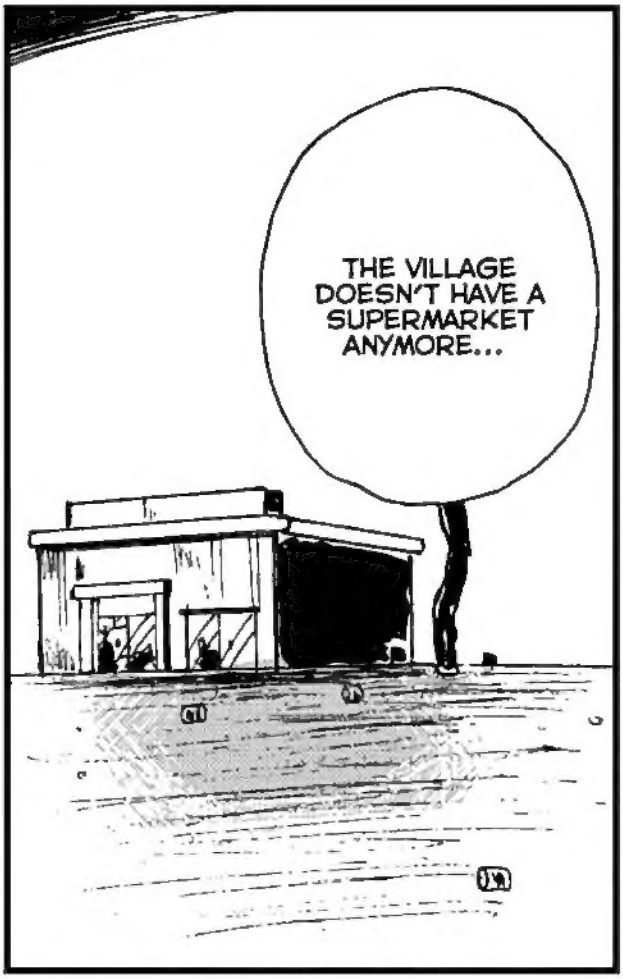

THEY ASSAULT THE STAFF

THE PRO-TAGONIST IS IN ON IT TOO.

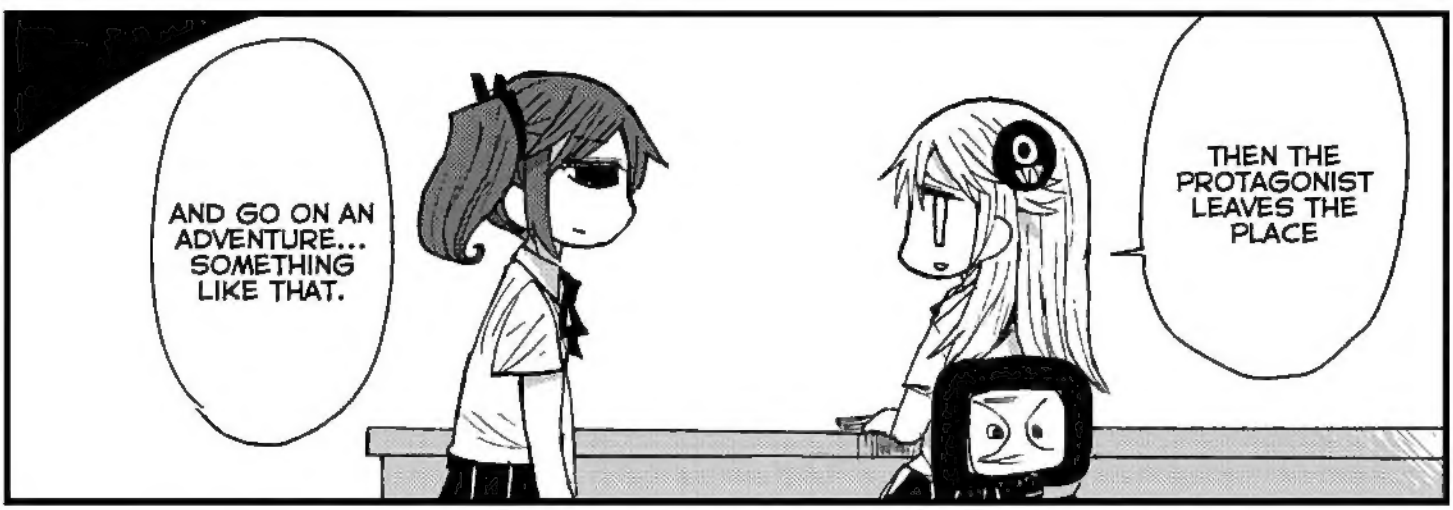

BUT ONCE THEY FIND HIM, HE TURNS OUT TO BE REALLY GLOOMY.
THEY WERE EXPECTING HIM TO BE ARROGANT...

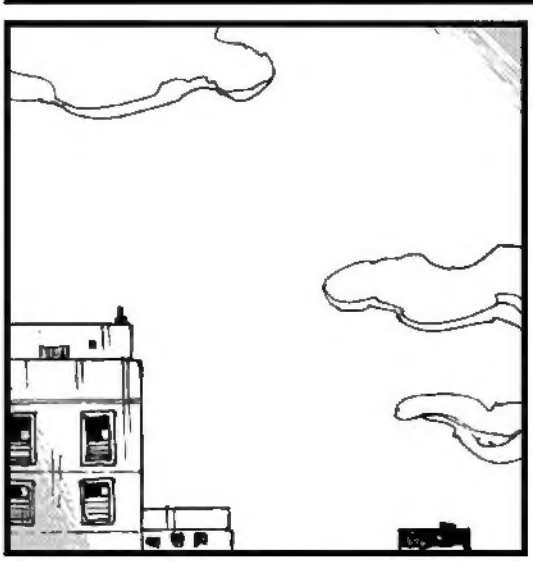
"THIS STORE IS DONE FOR..."
"WHY DID THEY EAT NEXT YEAR'S SUPPLY OF WHEAT TOO?"
"I'M TIRED..."
"DO YOU THINK THIS WILL SAVE YOU...?"


THEY EAT AS MUCH CANNED FOOD AS THEY WANT
AND THROW AROUND TOILET PAPERS AND STUFF.
AND PARTY THAT DAY.
THEY PROCEED TO HANG HIM


THE VILLAGE DOESN'T HAVE A SUPERMARKET ANYMORE...

THEY REALIZE THAT THE WORLD HASN'T TURNED FOR THE BETTER AT ALL.
BUT THE NEXT DAY,
IT GOT WORSE, EVEN.


AND GO ON AN ADVENTURE... SOMETHING LIKE THAT.
THEN THE PROTAGONIST LEAVES THE PLACE



HUH?
WHY ARE YOU SO EXCITED ABOUT THIS?